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Legacy of Kain: Defiance™

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Prologue

The Pillars

In the centuries before Kain's birth, the land was protected by an oligarchy of sorcerers known as the Circle of Nine. These guardians were sworn to serve and protect the Pillars of Nosgoth, the ancient edifice towering over the earth as a manifestation of the mysterious power that preserved and gave life to the land.

But the Circle was infiltrated by dark forces, and Ariel – the Balance Guardian – was cruelly murdered. Her assassination sent psychic shockwaves throughout the Circle, and in their derangement the remaining sorcerers turned their powers to dark purposes, poisoning the land with their sorcery and abandoning the Pillars to stand like silent, decaying sentries.

Destiny

Into this dying world Kain was born. The son of an aristocratic Nosgoth family, he lived the privileged life of a nobleman, never realizing his undiscovered destiny – that he was marked from birth as Ariel's successor, fated to take her place as the Guardian of Balance.

Ignorant of his destiny, the ambitious but directionless Kain roamed the land – during one fateful journey, he was ambushed by brigands and murdered, cruelly impaled on his assassin's sword.

A Dark Covenant

Plucked from the brink of oblivion by the Necromancer Mortanius (also know as the Guardian of Death), Kain awakened in the underworld, still transfixed by his enemy's blade. Tormented by his hunger for vengeance, and heedless of the spiritual cost, Kain recklessly accepted the Necromancer's offer of revenge – and rose from his tomb to discover that he had been resurrected as a vampire.

Kain quickly tracked down his assassins and exacted his bloody revenge. With his vengeance and hunger sated, he sought only a cure for the vampiric curse that afflicted him. Guided by Mortanius and the specter Ariel – now bound helplessly to the decaying Pillars she once served – Kain hunted down each of the corrupt sorcerers now poisoning Nosgoth. Only with their deaths could the Pillars be healed – and only by restoring Balance would Kain be released from his vampiric curse.

At first reluctant to live the horror of an existence blighted by a thirst for human blood, Kain soon adapted and discovered, within his darkened soul, a growing disaffection for humankind as he embraced his newfound immortality. During his journey, Kain discovered and claimed the Soul Reaver, an ancient soul-devouring blade, and stumbled across – not so coincidentally – a time-streaming device created by Moebius, the Guardian of Time.

Fragile History

Against the counsel of the ancient vampire Vorador, Kain found himself embroiled in human events, caught in a bloody battle between Ottmar's Army of Hope and the ruthlessly advancing armies of the Nemesis, from the north. As the tide of the battle turned, Kain used his only means of escape – the time-streaming device, which swept him nearly 50 years back into Nosgoth's past.

Hoping to alter the course of Nosgoth's history, Kain assassinated the young King William the Just, who would become the diabolic tyrant known as the Nemesis. After sating himself on his victim's blood, Kain returned to the present – only to discover that his murder of the beloved King had ignited a genocidal war against vampires, led by the Time-Streamer Moebius, himself.

Upon his return, Kain witnessed the future that he had wrought – and the final, triumphant act of Moebius's cold-blooded mob. Vorador, the last of the era's vampires, is guillotined and his head held aloft for a cheering, bloodthirsty crowd – leaving Kain the sole surviving vampire in Nosgoth.

The Fateful Dilemma

As his quest brought him full-circle, Kain confronted the destiny that Mortanius and Ariel had hidden from him – that he was the Balance Guardian, and that only by sacrificing himself could he restore the Pillars. Ariel presented him with a final, climactic decision – sacrifice himself to heal the land, but ensure the extinction of the vampires; or refuse the sacrifice, and seal the world's corruption.

Revolted by the machinations of the human sorcerers and alienated from his former humanity, Kain chose the latter path – opting to rule the world in its damnation rather than commit himself to oblivion. This apocalyptic act completed the Pillars' destruction – the mighty columns toppled as Kain sealed their ruinous fate – and damned Ariel to ceaselessly haunt the dilapidated Pillars she once served. Until the Balance is restored, she can never be released.

KAIN'S EMPIRE

Kain concluded with the realization that Vorador was right – that vampirism is not a curse but a blessing. That vampires are dark gods whose duty it is to thin the human herd.

With intentional irony, Kain established the ruined Pillars as the symbolic seat of his new empire, and the shattered Balance Pillar as the base of his throne. In an act of calculated blasphemy, Kain raided the ancient tomb of the Sarafan, a fanatical order of warrior-priests once sworn to eradicate the vampires plaguing Nosgoth. From the desiccated corpses of these long-dead knights, Kain raised his six vampiric "sons" to become the Lieutenants of his fledgling empire.

But the Pillars, Kain ultimately realized, were more than just a human edifice – the health of the Pillars was tied inextricably into the health of the land. With the Pillars left unrestored, corruption seeped slowly into the land like a poison, turning his empire into an irredeemable wasteland.

CONDEMNED

Rather than evolving slowly over time, vampires experience periods of accelerated metamorphosis, entering dormant states from which they emerge transformed.

When Raziel, first among Kain's Lieutenants, revealed his latest evolution – a pair of bat-like wings – Kain responded with an act of seemingly egotistical sadism. Tearing Raziel's newly fledged wings from his back, he ordered Raziel to be cast into the Lake of the Dead, where he would burn forever in the roiling Abyss.

Raziel tumbled endlessly into the murky depths, his flesh dissolving as he burned with white-hot fire. After an eternity of torment, Raziel's ruined body came to rest – and as the pain receded, he realized that he had not only survived the descent, but had been delivered to the very seat of the Underworld.

Like Kain before him, Raziel was saved from the brink of oblivion by a mysterious benefactor – a preternaturally ancient god dwelling in the depths of the Abyss, who transformed Raziel into a devourer of souls, and released him back into the world to take his revenge.

VENGEANCE

Raziel, now the Elder God's fledgling angel of death, resurfaced to discover that centuries had inexplicably passed since his execution. Kain's empire lay in ruin, and Raziel found himself assailed by the degenerate offspring of his former brethren, who had long-since devolved into monstrous forms.

Undeterred by these revelations, Raziel pursued Kain across Nosgoth's blasted landscape, galvanized by a hunger for revenge, and a relentless new thirst – not for the blood of humans, but for the vampires' apostate souls.

Kain, however, had other plans for Raziel. Seemingly unsurprised by Raziel's miraculous return, Kain baited Raziel along the course of his single-minded vendetta, channeling him into battle with his mutated brethren, and into a fateful confrontation at the Pillars, wherein Kain raised the Soul Reaver against Raziel.

The ancient blade, believed to be indestructible, shattered when Kain attempted to strike Raziel down. The soul-devouring sentience captive in the blade was thus released, and binding itself to Raziel as a wraith-blade, became his symbiotic weapon.

Kain seemed not stunned but strangely satisfied with this shocking outcome, and lured Raziel further into Nosgoth's northern wastes, leading to their final confrontation in Moebius's long-abandoned Chronoplast chamber.

Driven by the fatalistic visions revealed by Moebius's devices, Kain activated the time-streaming portal that would propel him and Raziel centuries into Nosgoth's past. Free will, Kain feared, might only be an illusion – but he knew their fates were intertwined in ways that Raziel had not begun to fathom.

REVELATIONS

Swept back into Nosgoth's early history, Raziel began to unearth the secrets of his past...

...how his coming was foretold by an ancient race, Nosgoth's original Vampires, who forged the Reaver for their champion, as the weapon of their salvation.

...how he himself slaughtered the Sarafan lieutenants, and was his own murderer, and how he thus became the catalyst not only of Kain's future empire, but of his own dark destiny.

...and finally, how he was fated to become the ravenous spirit imprisoned in the Soul Reaver blade – that this was, and always had been, the purgatorial cycle of his destiny. The wraith blade, he finally understood, was his own soul, twinned and bound eternally to him.

His motives still a mystery, Kain sought to change history by preventing the blade from consuming Raziel's soul. But Raziel, nearly obliterated by the Reaver, realized that he could never escape this terrible destiny – Kain had merely postponed it.

Cast of Characters

Cast of Characters — Raziel

Profile

The protagonist, Raziel is an ancient vampire, first-born of Kain's brood. Nearly as old as Kain himself, Raziel had achieved a highly evolved vampire state, and served as Kain's first lieutenant.

Rather than evolving slowly over time, vampires experience periods of accelerated metamorphosis, entering dormant states from which they emerge transformed. Raziel committed the ultimate blasphemy, having emerged from his last quiescent state more evolved than any other vampire — including Kain himself. He alone, out of all Nosgoth's vampires, evolved a pair of graceful, bat-like wings.

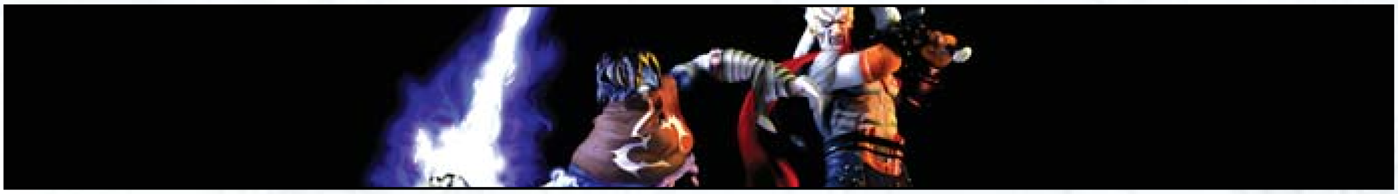
For this unforgivable transgression, Raziel was condemned. In an apparent act of egotistical sadism, Kain tore Raziel's newly fledged wings from his back, and ordered Raziel's fellow lieutenants and vampire brethren to hurl him into the Lake of the Dead, where he would burn forever in the roiling Abyss.

Tumbling endlessly into the murky depths, Raziel's flesh dissolved as he burned with white-hot fire. An eternity passed before he finally settled to the bottom, a husk of his former self, much of his flesh burned away and his fledgling wings in tatters. As the pain receded, Raziel realized that he had not only survived the descent, but had been delivered to the very seat of the Underworld.

The mysterious god of the underworld revived Raziel, and in resurrecting him, transformed him into a reaper of souls, a dark angel of death and retribution. The Elder God the sent Raziel forth, and he journeyed back to Kain's Nosgoth, galvanized by a hunger for revenge, and a thirst not for the blood of humans, but for the vampire's apostate souls.

Kain, ever the cunning strategist, led Raziel to kill his former vampire brethren one by one. And when, in a fateful confrontation at the Pillars, Kain raised the ancient Soul Reaver blade against Raziel, the sword shattered and its wraith form bound itself to Raziel.

Following a climactic battle in Moebius's long-abandoned Chronoplast chamber, Kain activated the time-traveling device and hurled himself deep into Nosgoth's past. Raziel followed not knowing where—or when—the chase would lead.



CAST OF CHARACTERS

Kain

PROFILE

In the centuries before Kain's birth, the land was protected by an oligarchy of sorcerers, known as the Circle of Nine—guardians sworn to serve and protect the life-giving Pillars of Nosgoth.

But the Circle was infiltrated by a dark enemy, and Ariel—the Balance Guardian—was cruelly murdered. Her assassination sent psychic shockwaves throughout the Circle, and in their derangement, the remaining sorcerers turned their powers to nefarious purposes, poisoning the land with their sorcery and abandoning the Pillars to stand like silent, decaying sentries.

Into this dying world Kain was born, the son of an aristocratic Nosgoth family, he lived the privileged life of a nobleman, never realizing his undiscovered destiny—that he was marked from birth as Ariel's successor, fated to take her place as the Guardian of Balance.

Ignorant of his destiny, the ambitious but directionless Kain roamed the land. During one fateful journey, he was ambushed by brigands and murdered, cruelly impaled on his assassin's sword.

Plucked from the brink of oblivion by the Necromancer Mortanius (also known as the Guardian of Death), Kain awakened in the underworld, still transfixed by his enemy's blade. Tormented by his hunger for vengeance, and heedless of the spiritual coast, Kain recklessly accepted the Necromancer's offer of revenge—and rose from his tomb to discover that he had been resurrected as a vampire.

Kain wreaks his unholy revenge, but unwittingly triggers a chain of events that leads to the annihilation of Nosgoth's vampire race. As the last surviving vampire, Kain eventually discovers that he is destined to replace Ariel as Balance Guardian. But in order to restore the Pillars, and thus return their guardianship to Nosgoth's humans, he must sacrifice his own life. Kain rejects this choice—opting to rule Nosgoth in its damnation rather than commit himself to oblivion—and sires a new breed of vampires.

CAST OF CHARACTERS — Ariel

ARIEL — PROFILE

A powerful sorceress, Ariel governed the Circle of Nine as the Guardian of balance. The Circle was infiltrated by dark forces, however, and Ariel was assassinated by one of her fellow Guardians—the necromancer Mortanius, who had been possessed by a demonic entity bent on overthrowing the Circle.

Ariel's murder drove her beloved Nupraptor, the Guardian of Mind, insane with grief. In his madness he unleashed a telepathic shockwave throughout the Circle and tainted the remaining Guardians with his derangement. Corrupted, the sorcerers turned their powers to dark and poisonous purposes, and abandoned their guardianship of the Pillars. Symbiotically bound to the Guardians who served them, the Pillars absorbed the sorcerers' corruption and fell into decay.

Until balance can be restored, Ariel is fated to be bound eternally to the Pillars as a disembodied specter. She failed to persuade her successor, Kain, to sacrifice himself in order to heal the Pillars. His refusal causes the Pillars to an eternal stasis of near-collapse, and damned Ariel to ceaselessly haunt the dilapidated Pillars she once served. Unless the Pillars are restored, she will never be released.

CAST OF CHARACTERS — Moebius

MOEBIUS — PROFILE

Moebius is one of the most ancient members of the Circle of Nine, the oligarchy of sorcerers sworn to serve and protect the Pillars of Nosgoth. Moebius—also known as the Time Streamer—serves as Guardian of the Pillar of Time, a role that grants him the power to bend time and manipulate history.

Moebius played a pivotal role in Kain's journey as a fledgling vampire, initially masquerading as a frail and harmless old soothsayer known as the Oracle. In this guise, he choreographed Kain's every step, leading him to discover one of Moebius' time-streaming g devices, and ultimately embroiling him in a fateful battle between Ottmar's Army of Hope and the advancing Legions of Nemesis, from the north. Cornered in this losing battle, Kain used his only means to escape—the time-streaming device that he had so conveniently discovered—and found himself hurled nearly 50 years back in history. Hoping to alter the course of Nosgoth's future, Kain assassinated the young King William the Just, who was destined to become the vicious tyrant known as the Nemesis.

His task accomplished, Kain returned to present-day Nosgoth—and realized too late that he had been Moebius' pawn all along. For his murder of the beloved young king had triggered a genocidal crusade against the vampires of Nosgoth, led by the Time-Streamer Moebius, himself.

Kain took his revenge on the Time Guardian—beheading him as a fitting retribution for the countless vampires he had guillotined—but the damage had already been done. Moebius' brutal crusade had wiped out the vampire races, leaving Kain not only the last surviving vampire in Nosgoth, but the unwitting catalyst of his own species' extinction.

When Raziel plunges back in time through the Time-Streaming Chamber in his pursuit of Kain, he discovers Moebius waiting to meet him on the other side. Raziel is all too aware of Moebius' deceitful reputation, but realizes that they share a common enemy in Kain, and that he may have to consider a careful alliance with the devious Time-Streamer.

CAST OF CHARACTERS — Mortanius

MORTANIUS — PROFILE

Mortanius like Moebius and Ariel was bound to the Pillars as a Guardian, specifically the Guardian of Death. While under the possession of a demonic creature referred to only as Hash'ak'gik, Mortanius struck down Ariel the Guardian of Balance. This single act started a chain reaction that eventually led to the corruption of the Pillars, their principles and their Guardians in some catastrophic plan to topple the Pillars completely. Fighting the possession of Hash'ak'gik, Mortanius sought out to discover the next Guardian of Balance chose by the Pillars to take Ariel's place and some 30 years later Mortanius found Kain. In his own carefully orchestrated plot, Mortanius had Kain assassinated and using a powerful vampire relic called the Heart of Darkness, Mortanius raised Kain from the dead as a Vampire.

CAST OF CHARACTERS — Vorador

VORADOR — PROFILE

One of the most important of Nosgoth's surviving vampires, Vorador has seen his kind oppressed and persecuted throughout history, and has come to regard humans as little more than brutish cattle.

During the time of the Sarafan crusade, Vorador infiltrated their stronghold and took his revenge on the Circle for their sponsorship of the vampire purge. After slaughtering six of the Guardians, Vorador retreated from the world in disillusionment and renounced the affairs of mankind.

Nearly five centuries later, however, Kain's' ill-fated assassination of William the Just re-ignited the human's genocidal hatred of vampires. This reckless act ultimately led to the annihilation of the vampires, and Vorador was eventually captured and executed by Moebius and his mercenary army of vampire hunters.

CAST OF CHARACTERS — Janos

JANOS — PROFILE

Little is known of the infamous Janos Audron, beyond the folklore and legends surrounding his name. Reputed to have been the most ancient and powerful vampire to have ever existed, the elusive Janos Audron was the hated enemy of the Sarafan warrior-priests and inevitably became the prime target of their vampire purge.

According to legend, Janos preyed relentlessly on the helpless villages of Uschtenheim, until the Sarafan hunted him down and killed him, ripping his still-beating heart from his body. This relic became known as the Heart of Darkness, and was rumored to possess the power to resurrect vampires.

CAST OF CHARACTERS — Elder God

ELDER GOD — PROFILE

The Elder God's origins are shrouded in mystery, and few in Nosgoth even know of its dark existence. Its tentacles coil throughout the deep and remote places of Nosgoth's murky underworld, but its subtle influence reaches across the length and breadth of the land.

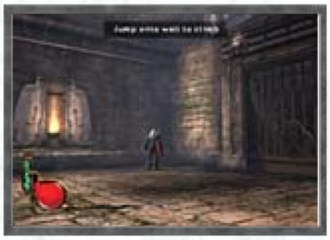
It is the Elder God who saved Raziel from the Abyss, resurrected his as a devourer of souls, and unleashed him upon Nosgoth to wreak his revenge. The Elder God urged his newly fledged "soul reaver" to reap the vampire's unholy souls and end Kain's death-grip on the decaying land.

Training Grounds

Common Abilities

Jumping: Jumping is useful in and out of combat. Some of the best uses for jumping are to get over gaps, dodge certain enemy attacks and to reach higher ground. If you jump to a ledge and you are close, your character will automatically grab onto the ledge.

Climbing: Throughout the game there are special walls that Kain and Raziel can grab onto and climb up. These Wall Crawl surfaces have horizontal lines running through them to differentiate them from normal walls. To grab onto them, simply jump towards the wall and make contact with it. Once you are on the wall you can move in any direction. In addition to climbing you can also jump off the wall in the opposite direction.

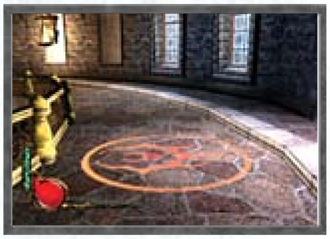


Manipulating Objects: There are many objects to interact with in this world. By pressing the slash/action button you can grab onto objects and move them by dragging them or rotate certain columns. Using objects is one of the key methods to solving puzzles and allowing you to progress in the game.

Special Moves

Each character can earn five special moves, gained by performing combos and increasing the Combat Experience meter in the status screen. Each time the meter is filled (represented by the sword) you'll achieve a new move. A small colored triangle will appear near the Combat Experience meter to indicate how many moves you've earned. Because these special moves help extend your combos and fighting ability it's important to fill the meter as much as possible. Also, as you learn these moves their multiple hits and great setups allow you to feed the Reaver even more quickly.

Checkpoints: Checkpoints are very important because they mark a spot in the level that you will restart at when you die. The checkpoint is marked by a unique symbol on the floor that appears when you walk over it. You should save your game often but don't worry. When reloading you will always restart at the last checkpoint you hit.



TK (Telekinesis) or Manual TK: Telekinesis, or TK for short, is the ability to manipulate one's surroundings with his mind. Both Kain and Raziel have telekinesis abilities at the start of the game. However, Kain begins with a more advanced ability allowing him to lift enemies off the ground and toss them around at his whim, while Raziel can only throw out short blasts. Every time you use your TK abilities, the TK Meter will lower. This meter will slowly regenerate over time; this is the only way to regain power to the TK meter.

Manual TK is something that you will use a lot throughout the game. You will use Manual TK to break objects, activate switches, and ignite torches. It is important to note that there are times when your view isn't quite right to reach your target. In these instances use the right analog stick to look around at your target whil using Manual TK to aim.

Health Talismans, Telekinetic Runes, and Arcane Tomes: Health Talismans and Telekinetic Runes can be found throughout the game. The Health Talismans increase life while the Telekinetic Runes increase the maximum amount of telekinetic power that you have. These upgrades are obtained by hitting and breaking floating, circular containers that hold them. These objects are sometimes sitting in plain sight and sometimes hidden away behind special doors or breakable walls. Kain and Raziel don't share the same life bars so you will need to find these upgrades separately for each character. Arcane Tomes are found throughout the game as well. Each one of these unlocks bonus material in the main menu

KAIN'S UNIQUE ABILITIES

Blood Hunger and Drinking Blood

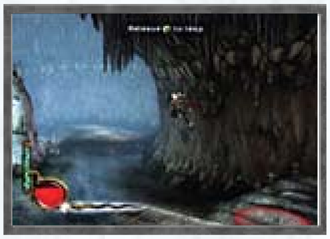
Kain suffers from blood hunger and the need to feed. Even if you are not taking damage from enemies, the hunger will constantly cause your life to gradually decrease.. To satisfy your hunger you are going to need to feed. most of the time you will have to feed upon your critically wounded enemies or upon helpless chained victims. Additionally though there are Health Amphoras found throughout the game you can also feed from to help satisfy your hunger and keep you alive.

Mist

Kain has the ability to pass through bars by turning into a mist. To do this, just walk into the bars and Kain will automatically turn into the mist and pass through. Whenever you become stuck, just look for bars because they will usually lead to the next area of exploration.

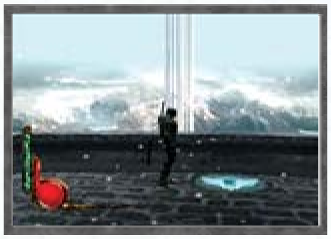
Superhuman Leap

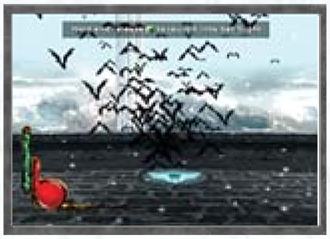
Kain's Superhuman Leap can only be performed on the red Super Jump markers. Press and hold the jump button for about 2 seconds and then release the button to do a giant leap.



Bat Flight

Dying isn't the only way you can turn into bats. You can also turn into bats by using the cyan Bat Flight marker found throughout Nosgoth. These markers are used to transport Kain to other areas of the game. To activate a Bat Flight, stand on the Bat Flight marker, press and hold the jump button for about 2 seconds and then release.





Water Weakness

Despite Kain's power he still holds one of the vampire's several deadly weaknesses that of water. The touch of water is like acid to a vampire and so if Kain becomes immersed in water he will die instantly. Stay away from it at all costs.

Floating Descent

When you jump with Kain quickly hold the jump button in mid air to slow your decent and you will glide down instead of falling. This is very useful to allow yourself more time to plan and react as you are slowly descend. It is a great way to avoid danger as you land.

KAIN'S SPECIAL MOVES

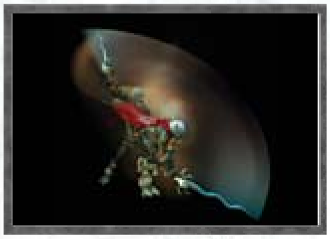
Cadaverous Laceration

"Executing a quick flurry of sweeping strikes, I am easily able to overwhelm multiple lesser opponents as their blood sprays across the air." Execute this move by pushing the left analog stick towards your enemy + the attack button. After the initial hit, continue pressing the attack button rapidly.

Sanguine Censure (Aerial)

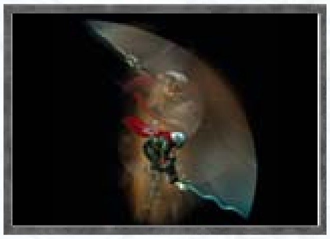
"Once an opponent is flung helplessly in the air I can follow suit catching them before they fall, carving their flesh and bone with a second assault." Execute this move by pushing the left analog stick towards your enemy + the attack button while in the air and then follow up by pressing the attack button rapidly to perform a flurry of attacks.

Infernal Sundering



"Upon slamming the serpentine blade of the Reaver into my adversary, the resulting force will blast their pathetic body into the very ground beneath." Execute this move by pushing the left analog stick towards your enemy + the lift attack button.

Nightmare's Hammer (Aerial)



"While crossing swords mid-air, I am able to throw my quarry into the ground far below and then recall them within range of my continued assaults." Execute this move by pushing the left analog stick towards your enemy + the lift button while in the air to perform a powerful aerial strike.

Kinetic Shackles

"Reinforcing my brute telekinetic abilities with exact technique I am able to temporarily shackle my enemies in mid air with chains of force." Execute this move by pushing the left analog stick towards your enemy + the TK attack button to temporarily detain the enemy in the air.

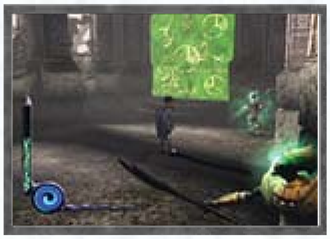
RAZIEL'S UNIQUE ABILITIES

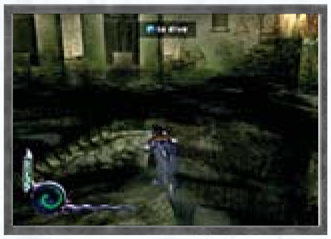
Spectral Realm

The Spectral Realm is the underworld where the spirits and apparitions of the dead haunt and wander the aether. Raziel can't touch or manipulate anything within this realm like he can in the "real world", but he does have other unique abilities here. While Raziel can't open doors, he can phase through bars; he can also pass through water as though it were thin air. In the Spectral Realm he can often find free souls to raise his health, so switch back to this plane if you are about to die; here, you won't continue to lose health.

Material Realm

The Material Realm can be considered the "real" world. While Raziel can't pass through bars, he can open doors, collect power ups, swim through water, and interact with material objects. Unlike Kain, Raziel is not vulnerable to water and can swim at his leisure. A big advantage to being in the Material Realm is that Raziel can use different Reavers there.

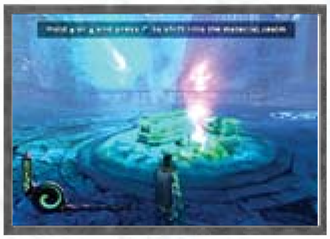


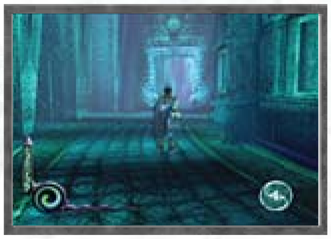


Switching Between the Two Realms

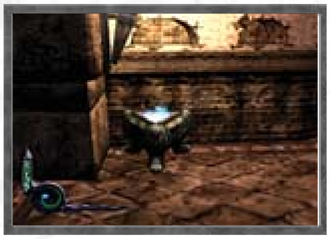
Switching between the Spectral and Material Realms is essential to beating the game. You can switch to the Spectral from the Material anytime by holding up on the D-Pad and pressing the attack/use button. When you are in the Spectral Realm however, you can only switch at the Corpse Hosts noted by the purple mist.

Switching between realms not only offers Raziel unique abilities; it can also alter the landscape slightly. For example, there are parts in the game where you will need to jump onto one ledge, then to another, but find the latter too far away. If you switch to the Spectral Realm, the ledges will move closer or increase/decrease in height.





Devouring Souls



Raziel also suffers from a form of hunger, but unlike Kain, needs souls instead of blood. The Spectral Realm has a lot of free roaming souls for the taking. However most of the souls you'll reap will come from slain enemies.

Also, there are Health Amphoras scattered throughout the game that will provide you with a large life increase.

Gliding

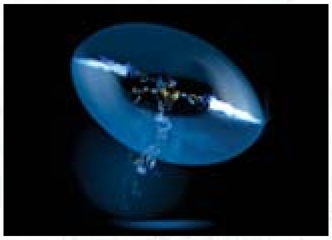
After you jump up in the air, quickly press the jump button again and hold it; now watch as Raziel slowly glides to his target. This technique is essential in getting to many of the game's far or high ledges. The glide is also great to use whenever you jump since it slows your descent and allows you more time to react.

RAZIEL'S SPECIAL MOVES

Perforate Carcass

"This technique allows me to deftly roll in past my foes defenses and deliver a series of blindingly quick lunges before they have a chance to react." Execute this move by pushing the left analog towards your enemy + the attack button. After the roll and stab, continue pressing the attack

Phantasmal Tempest (Ariel)



"While fighting in mid-air, I have learned to limit my downward velocity momentarily by executing a devious whirlwind of brutal attacks." Execute this move by pushing the left analog towards your enemy + the attack button while in the air and then follow up by pressing the attack button rapidly to perform a powerful whirlwind attack. button.

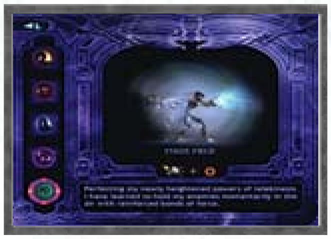
Shatter Spirit

"Applying the proper leverage I am able to execute a devilishly quick yet soul-shattering blow that leaves my target vulnerable to further assault." Execute this move by pushing the left analog stick towards your enemy + the lift attack button

Empyreal Rending (Aerial)

"While fighting in mid-air, I have learned to limit my downward velocity momentarily by executing a devious whirlwind of brutal attacks." Execute this move by pushing the left analog stick towards your enemy + the attack button while in the air and then follow up by pressing the attack button rapidly to perform a powerful whirlwind attack.

Stasis Field



"Perfecting my newly heightened powers of telekinesis I have learned to hold my enemies momentarily in the air with the reinforced bonds of force." When confronted by an enemy, press the left analog stick towards your enemy + the TK button to temporarily detain the enemy. Once you hit him with it, he will be stuck in the air for about 10 seconds.

COMBAT

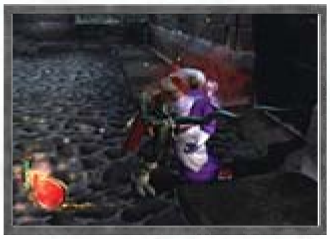
Single and Combo Moves: Battling monsters can be tough if you don't know the right way of going about it. At the beginning of the game you will have no special moves, only a basic three-slash combo. As you kill more enemies you will gain combat experience and a lot more moves will become available. When fighting a huge group of enemies it is best to use single moves so that you don't leave yourself vulnerable to attacks while in a long combat string. Once you can isolate an enemy you should combo or launch them to inflict maximum damage. Many of the special moves can be linked together to form long devastating combos. Also, keep in mind that the more hits you deal the more the Reaver will charge.

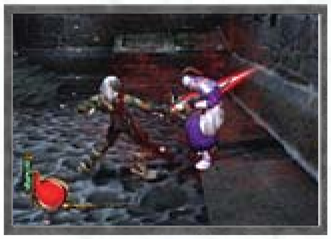
Lifts: A lift is an attack that will launch an enemy into the air. Once in the air, the enemy won't be able to react. Use this opportunity to juggle the enemy in the air or slash their helpless body on the way down. If you have trouble jumping up after the lifted enemy to catch it in a combo you can automatically follow them up if you hold down the lift button while lifting rather than just pressing it. Once you're in the air you can perform several simple and advanced combos to continue to juggle your opponent.

TK in Combat: TK in combat is very useful because you can use it to bring enemies closer to you, push them away over high ledges, or throw them onto spikes and torches. Note: In the start of the game only Kain will be able to lift enemies and throw them and throw them while Raziel will not be able to. The TK ability will auto-lock and can be used to stun enemies that are about to attack, thereby interrupting their momentum. Also, Kain can use his TK powers in air combos to pull enemies back towards him after they have been knocked away.

Dodging: There is no blocking in this game so dodging is your best defensive option. When you are in combat mode your character will auto-lock onto an enemy and face them with his Reaver at the ready. At this point you can side-step by simply moving to the left and right; or you can dodge by pressing the desired direction plus the jump button. Raziel will execute a roll to the side and a back flip moving straight back, while Kain's dodging is a fast misty dash maneuver. Additionally, if you press a direction and hit the jump button twice you will dodge jumping up into the air. Although this seems like a completely defensive technique it can also be used to move quickly and zone in on enemies.

Finishing the Enemy: The enemies don't have life bars except for the bosses but you'll know they're critically wounded when they fall to their knees or adopt a similar posture. When an enemy falls into this "wavering" state this is your opportunity to feed yourself or the Reaver. Only use the fallen foes for life when you are in true need – it's almost always better to feed the Reaver because feeding it will make your Reaver charge faster. Once the Reaver is completely charged your attacks will do more damage and you have the ability to cast a Reaver spell.





Reavers

Both Kain and Raziel are armed with different incarnations of the same weapon—the legendary Reaver blade. Kain wields the sword in its physical form, a blood-drinking blade forged by Nosgoth's ancient Vampires as the weapon of their prophesied hero. Raziel bears the sword that the Reaver is fated to become—a soul-devouring wraith-blade. However, Raziel can summon the wraith-blade into the Material Realm to wield it in combat.

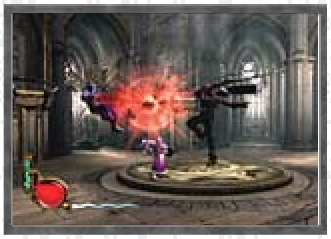
Each bears the Reaver as his sole weapon. Throughout the game both Kain and Raziel will earn enhancements for the blades enabling them to employ elemental magic in their attacks.

Feeding the Reaver

Like Kain and Raziel, the Reaver has an insatiable appetite for its enemies' life-force. (blood or souls respectively) With each strike, the Reaver absorbs a little of its victim's energy, and the Reaver Gauge begins to fill. Because the energy in the Reaver Gauge decays over time, Kain and Raziel must maintain an intense assault to build the Reaver to a full charge.

When an enemy is defeated they will become immobile and enter a vulnerable state. At this point you can press the lift attack button to finish them off by feeding the Reaver instead of yourself.

It is important to note that more elaborate combos and special moves will fill the Reaver Gauge more rapidly. It becomes an interesting cycle where the move moves you do the more the Reaver will feed and the more techniques you will learn to do even more hits.



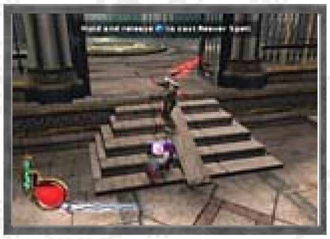
Combat Experience Meter

This is represented by the sword in your selection screen. As you fight through the game learing how to execute longer combos your Combat Experience Meter will fill up. When it is completely filled you will learn a new special

move. (see special moves in Training Grounds). These moves add a lot of combo potential and ultimately they grant you the ability to perform more hits and thus continue to build up the Reaver Gauge and Combat Experience Meter even faster.

Reaver Charge

When the Reaver Gauge is full, the Reaver becomes charged and its combat performance is temporarily augmented. The effect varies based on the current Reaver enhancement. When the Reaver Charge ends, the gauge is completely depleted. Once charged the Reaver is usually a lot more powerful so charging the Reaver is the best way to stay alive. It is almost ironic that fighting to charge the Reaver is almost defensive as well as offensive since a fully charged Reaver makes it a lot easier to dispatch enemies and stay alive. Fight as feverishly as you can to build a charge and eliminate all your foes, then feast on them if need be.



REAVER CHARGE STONES

These arcane stones enable you to build the Reaver to a charge by repeatedly striking the stone with multiple attacks. The main purpose of these stones are to all you to fill the Reaver Gauge to use the abilities of a specific Reaver Spell, such as turning invisible

REAVER SPELL

When the Reaver Gauge is full a Reaver Spell is armed, indicated by a glow around the Reaver Gauge. The spell can be triggered at any time by holding the attack/slash button to charge and then releasing the button to cast the spell. The effect of the Reaver Spell varies depending upon the

current Reaver enhancement. Some spells inflict damage to all enemies in the area while other spells affect Raziel or Kain themselves. Reaver Spells can often be useful for solving puzzles. It is important to note that while the Reaver spells are powerful it will drain the Reaver of its charge. Most of the time it is not worth losing your Reaver charge since a charged Reaver does a lot more damage the in it's regular state.

REAVER ENHANCEMENTS

On your adventures you will find ancient vampire enchantments that increase the Reaver's effectiveness in combat, and help you solve puzzles. These are Balance Emblems for Kain and Elemental Forges for Raziel.

Balance Emblem (Kain)

Kain discovers fragments of the Vampires' Balance Emblem. Each shard of the talisman represents a different magical enchantment for the Reaver.

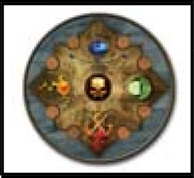
Elemental Forges (Raziel)

Within the ancient ruins of the Vampire Citadel, Raziel discovers arcane forges that permanently enhance the Reaver with elemental powers.

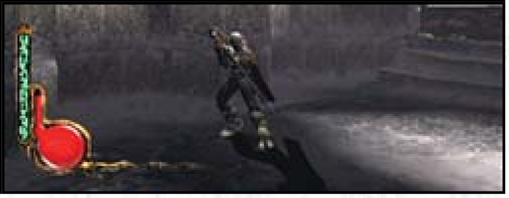
KAIN'S REAVERS

NAME: BALANCE | **LOCATION: Start** | **REAVER CHARGE: More damage.**

REAVER SPELL: Splash damage surrounding enemies.



This is your starting blade and it will not be able to charge until you complete your first task in Chapter one by acquiring the hub of the Balance Emblem.

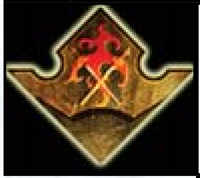
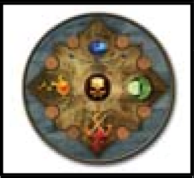


NAME: FLAME

LOCATION: Chapter 3, Gate House 1

REAVER CHARGE: Extra fire damage.

REAVER SPELL: A fiery mist that cause surrounding enemies to attack each other

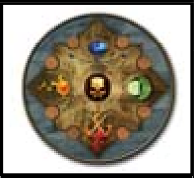
This weapon not only does extra damage but its Emblem grants you the ability to use your TK powers to manually target sconces or lamps to ignite them.

NAME: DIMENSION

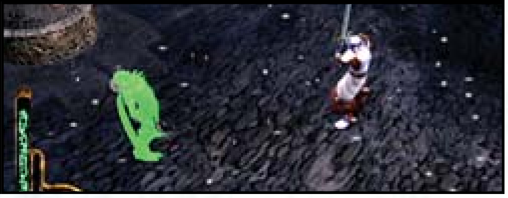
LOCATION: Chapter 5, Cemetery Vista Point

REAVER CHARGE: Damage nearby enemies.

REAVER SPELL: Teleport and strike several enemies, then return to current position.



A powerful blade the glows green with the special energy. Its when its charged the effect of striking an any will be mirror on foes that are close. It teleportation ability can also be very useful to directly attack many foes while leaving you in the same position.

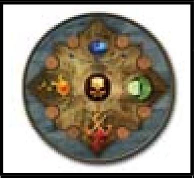


NAME: LIGHTNING

LOCATION: Chapter 7, Water Forge

REAVER CHARGE: Chain lightning.

REAVER SPELL: Call forth lightning from the sky to strike each enemy.



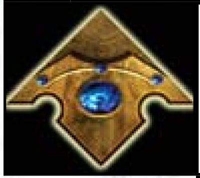
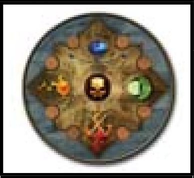
This blade has the benefit of casting chain lighting off a combo. This is a great bonus for Kain as it strikes nearby enemies dealing some serious damage and helping to deal with crowd control.

NAME: TIME

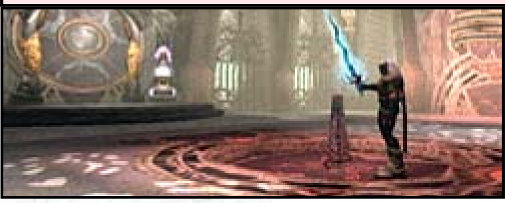
LOCATION: Chapter 9, Light Forge

REAVER CHARGE: Slow struck enemies.

REAVER SPELL: Slow time.

This is one of the few times that the Reaver spell is worth using up your full charge. The ability to slow time can save your skin as it allows you to attack enemies and maneuver to your liking.



RAZIEL'S REAVERS

NAME: SPECTRAL

LOCATION: Start

REAVER CHARGE: More damage.

REAVER SPELL: Splash damage to surrounding enemies.

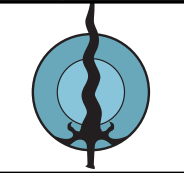
This is the only blade you will have available in the Spectral Realm. Luckily you wont have to battle very tough enemies in that realm but ground based Archons can present a good challenge.

NAME: MATERIAL

LOCATION: Start

REAVER CHARGE: More damage.

REAVER SPELL: Splash damage to surrounding enemies.



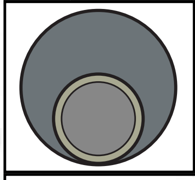
This is your starting blade in the Material Realm. It is your basic blade until you acquire one of the more powerful elemental enchantments.

NAME: DARK

LOCATION: Chapter 4, Dark Forge

REAVER SPELL: Temporary invisibility.

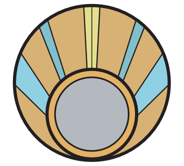
REAVER CHARGE: Mini shades spawn from hit target and fly back to him.



The invisibility ability is a great way to sneak around enemies but it's really used to solve puzzles by sneaking by Watcher Guardians.

NAME: LIGHT

LOCATION: Chapter 4, Light Forge



REAVER SPELL: Shades take extra damage. Long stun on humans; can be killed.

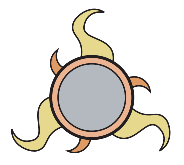
REAVER CHARGE: Shades take extra damage; short stun on human targets.

This Reaver is indispensable on the Vampire Hunters. Once you reach a full charge you can stun even the Juggernaut and prevent him from ever counter attacking.

NAME: FIRE

LOCATION: Chapter 6, Fire Forge

REAVER CHARGE: Enemies set on fire.

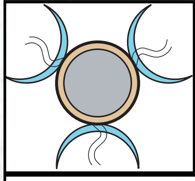


REAVER SPELL: Fire explosion that sends enemies running in flames.

This is a very damaging blade due to the extra fire damage however it has one possible drawback. If an enemy if on fire and burns to ash you will not get a chance to feed the Reaver or yourself. Throughout the game this Reaver will be used to light sconces to solve puzzles.

NAME: AIR

LOCATION: Chapter 6, Air Forge



REAVER SPELL: Tornado that launches enemies away.

REAVER CHARGE: Enemies get spun around and can be thrown with combo.

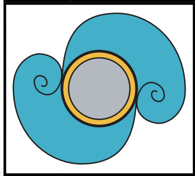
This is one of the most useful Reavers in the game once it is charged. It's ability to spin enemies around keeps them from attacking. Also, its spell can be used as a panic move to send enemies flying away. It other use it cause a just of wind to bellow from specific Plinth that will cause you to float in the air giving you the ability to reach new areas.

NAME: WATER

LOCATION: Chapter 8, Water Forge

REAVER CHARGE: Freeze enemies briefly.

REAVER SPELL: Ice blast that damages/freezes enemies in the surrounding area.



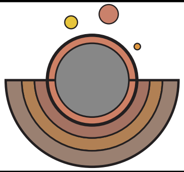
This can be an effect tool to strike enemies once to freeze them and then organize your plan of attack. Also, this Reaver has two other uses; one is to douse flames through the game and the other is to freeze waterfalls making them into climbable "ladders."

NAME: EARTH

LOCATION: Chapter 10, Earth Forge

REAVER SPELL: A ground shattering earth-quake that damages close-by opponents.

REAVER CHARGE: Attacks have a mirrored effect on enemies close by.



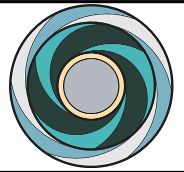
This is a very powerful blade that has many uses. It is used on specific Plinth to create Earth Platforms that allow access to higher areas. Also, when equipped in water its weight will cause you to sink to the bottom allowing you to "walk through water" and manipulate object on the bottom.

NAME: SPIRIT

LOCATION: Chapter 12, Spirit Forge

REAVER CHARGE: Major damage increase.

REAVER SPELL: Splash damage to enemies in the area; can kill some foes.



This is the most powerful Elemental Reaver is obtained late in the game. It's immense power will kill most mortal enemies in a single hit.

Chapter 1

Infiltrate The Stronghold

AREA: SARAFAN STRONGHOLD (LOWER)	START: STREETS	END: MOEBIUS CHAMBER

ITEM STATISTICS

Health Talismans	(x3)
Telekinetic Runes	(x2)
Arcane Tomes	(x2)
Reavers Enhancements	Balance Hub

A STREET

Objective: Acquire the hub of the Balance Emblem

❶ Run up the steps and turn left to face your first foes: two Sarafan Guards. Dispatch them easily with your Reaver, or use your TK powers to impale them on the spikes on the right wall.

❷ Jump on the small box at the end of the street then jump again on to the platform to the left. From here jump across the gap, and climb over the small rooftops following the path clockwise.

❸ At the bridge turn right and enter the Dungeon.

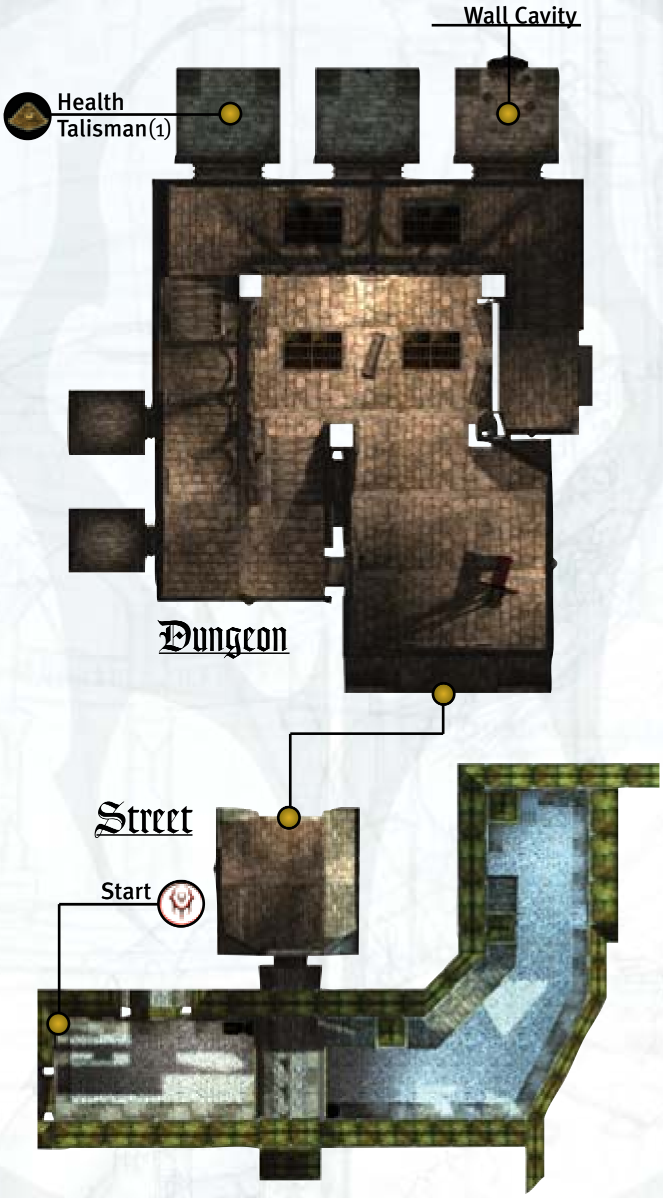
❹ Wall Crawl up the left side by the door and Mist through the gate.

B DUNGEON

❶ Feed on the chained prisoners if need be (or just for fun!) and proceed up the steps.

❷ Walk up the second flight of stairs and enter the opened cell to find **Health Talisman fragment #1.**

❸ Exit the cell. Continue down the hall to the last opened cell at the base of another staircase. Enter the cell, and destroy the breakable wall. (the cracked ridden wall)



C WALL CAVITY

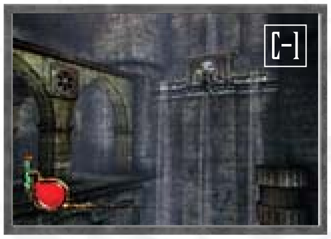
❶ Advance to the end of the walkway and jump on top of the pipe. Leap up to the taller pipe and then Jump Glide across the water to the platform on the other side.

❷ Run to the opposite side of the platform and Wall Climb up.

❸ Jump onto the metal walkway and Wall Crawl up to the third level.

❹ Turn right and walk across the bridge to find **TK Rune #1.**

❺ Backtrack across the bridge and enter the next room. Walk all the way to the end, and Mist through the gate to enter the next area.



D MAIN BATTLEMENTS

❶ Exit this room through the open doorway to the left.

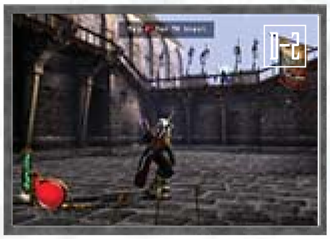
❷ The three archers on the far wall make for good target practice. You can use your TK ability to push them over the edge, or while holding them in your TK grasp, pull toward you to bring them down and finish them off personally. Mist through the gate to the left.

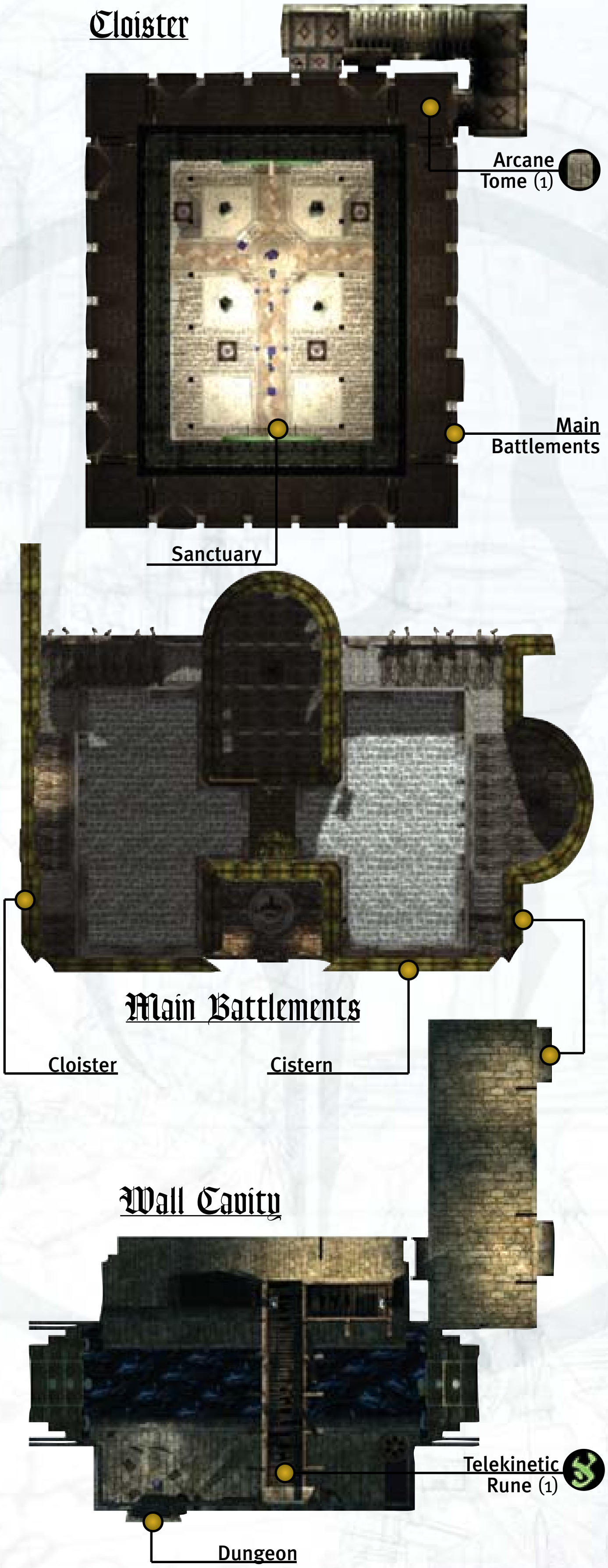
E CLOISTER

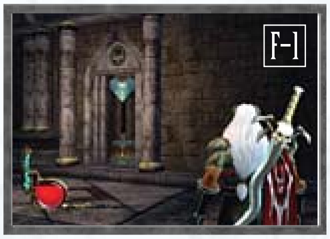
❶ Follow the inside walkway and you'll find **Arcane Tome #1** in the first corner.

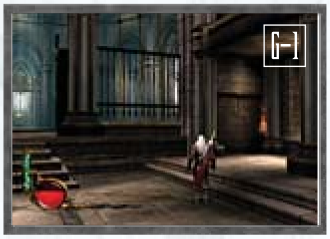
❷ Continue to walk around the perimeter to find a Amphora Jar in the second corner.

❸ Jump into the center of the room, and exit through the door in the back (the direction the statue is facing).









F SANCTUARY ENTRANCE

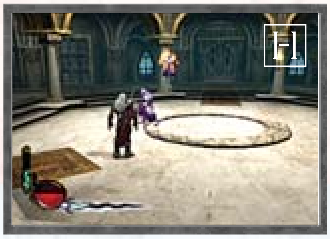
❶ Run through the hallway and destroy the pesky turrets (or use your TK powers to pull out the guard from behind i!) To remove this potential thorn (or arrow) in your side. Exit the door at the end of the hallway.

G SANCTUARY

❶ Continue forward, but before you pass up the stairs through the gate, go to the right to find **Arcane Tome #2**. Take note that directly across from you (on the left side) is a Amphora Jar.

❷ Walk up the stairs and attempt to take the **Balance Emblem Hub**. Defeat the Sarafan guards, collect the hub and prepare for another fight. Remember there are several nice pointy spikes to skewer them on, but you should really feed the Reaver. Now that you have the Hub you can begin to feed and power up the Reaver. Also, all the Blessed doors can be unlocked.

❸ Exit through the door with the Balance Emblem spell on it at the rear of room.



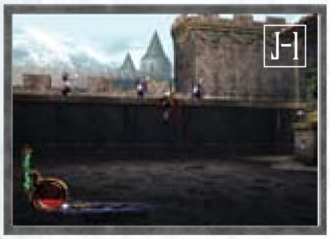
H CHAPTER HOUSE ENTRANCE

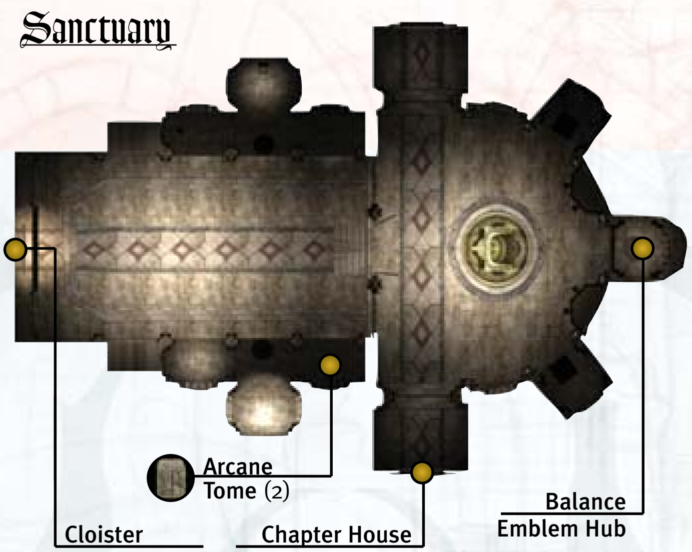
❶ Run through the hallway disabling the turrets as you go and enter the next area.

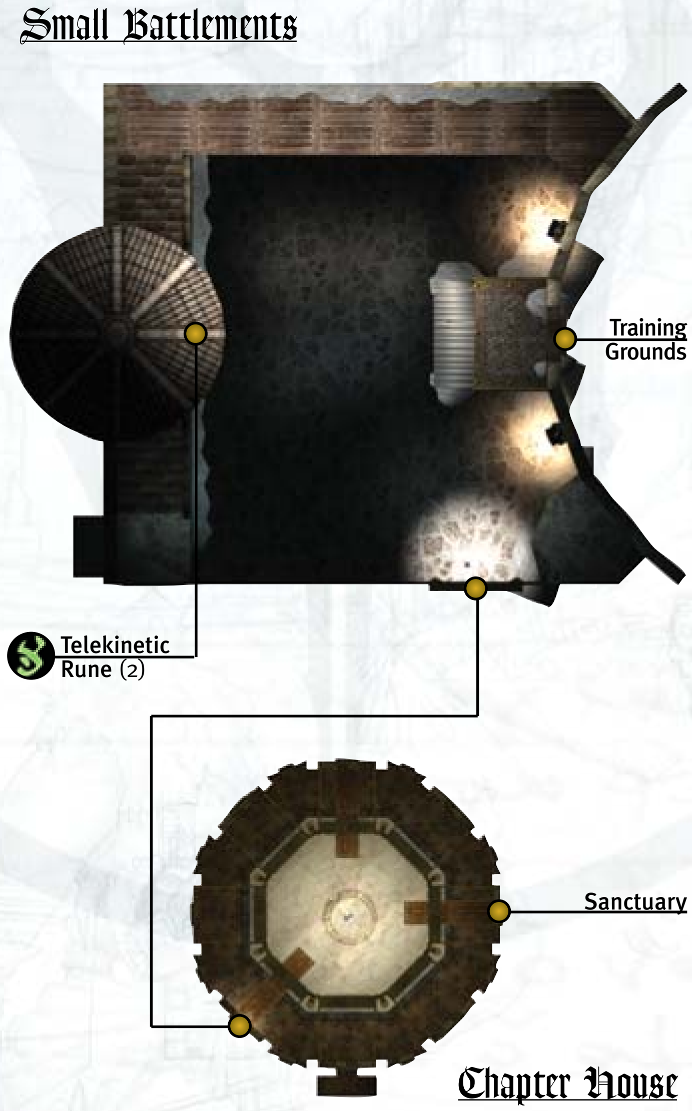
I CHAPTER HOUSE

❶ Ambush! Defeat all the Sarafan to your liking to raise the combat doors. Try using your TK ability to push them into the torches. Good fun!

❷ Exit through the recessed hallway to the right, and proceed through the door to enter the next area.





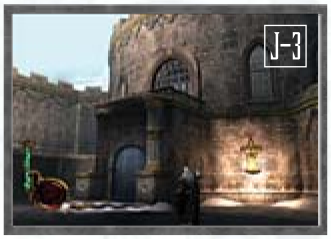


J SMALL BATTLEMENTS

❶ Jump up the ledge by the Sarafan Archers and take them out or simply use a TK blast to force them over the ledge.

❷ Circle around the ledge counter clockwise and pick up **TK Rune #2**.

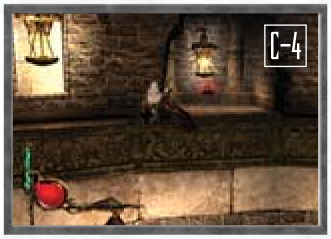
❸ Drop back down to the center area, and target the left pillar with a TK blast to destroy it. Jump up on the stand where the pillar once stood, and leap to the ledge above. Mist through the gate to the next room.



K TRAINING AREA

❶ Follow the onscreen instructions to complete all the dummy tests (Note: this assumes you have hints enabled - which you should turn on for this part.)

❷ After completing the dummy tests, a tapestry on the upper walkway dissolves to reveal a breakable wall behind it. Wall Crawl up, break the wall and collect **Health Talisman fragment #2**.



❸ Drop back down and leave through the door on the bottom level.

L SMALL DRAWBRIDGE

❶ Wall Crawl to the left of the doorway and destroy the drawbridge locking device. Devour the chained humans if you are weak from your previous encounter.

❷ Drop back down to the lower level and proceed over the drawbridge.

❸ Return to the Cloister through the doorway.

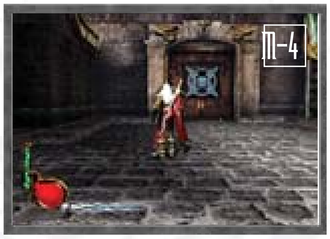
M CLOISTER

❶ Jump into the center of the room and defeat all the Sarafan.

❷ Proceed through the Mist gate to return to the Main Battlements.

❸ Continue backtracking to the next room and defeat the Sarafan.

❹ Exit through the door Blessed Barrier now that you have the Balance Hub.

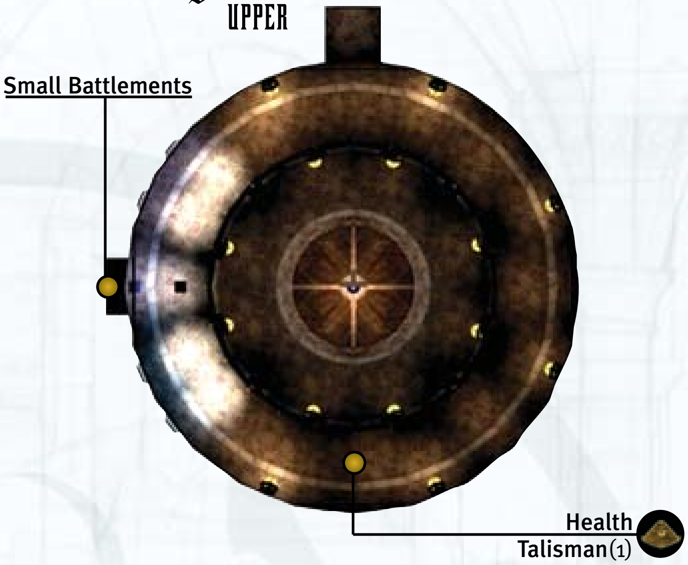


N STAIRCASE

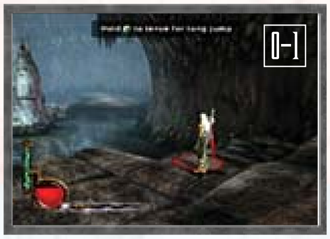
❶ Pass through the doorway and walk down the stairs destroying a turret. Then just jump down the staircase to the very bottom, it's a lot fast than walking.

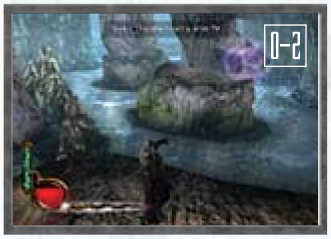
❷ Move through the next several rooms to the Cistern.

Training Area UPPER



Training Area LOWER





O CISTERN

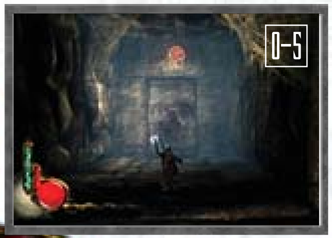
❶ Approach the water and use the Super Jump launch point to leap across to the adjacent platform. (Hold jump to charge while on the red marker.)

❷ Use your TK powers to break the stalactites and leap across them.

❸ Jump to the dirt platform and leap across to the next. Before you continue to the doorway, walk around the stalactite to the left to find **Health Talisman fragment #3.**

❹ Backtrack and jump across the gap to the platform against the wall.

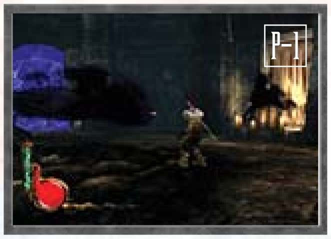
❺ Leap into the doorway and use your TK ability on the TK switch above the door and continue through to Moebius' Chamber



Small Drawbridge

Cistern

Moebius' Chamber



P MOEBIUS' CHAMBER

❶ Shades will appear and surround you. Don't worry! They only take two hits apiece. Defeat all the Shades to end the chapter.

ESCAPE FROM THE ELDER GOD CHAMBER

AREA: THE UNDERWORLD	START: ELDER GOD CHAMBER	END: MAIN CEMETERY

ITEM STATISTICS

Health Talismans (x0)

Telekinetic Runes (x0)

Arcane Tomes (x2)

Reavers Enhancements (N/A)

A ELDER GOD CHAMBER

Objective: Find a way out of the caverns

❶ This is basically a training mission that is intended to get you familiar with Raziel. After your long debate with the Elder God, travel down the steps, and follow the path clockwise around a large pillar to find **Arcane Tome #1.**

❷ Go back to the stairs and follow the staircase and ledges counter clockwise. You will need to jump a few small gaps, but eventually you will see a platform in the distance

❸ At the top of the pathway, glide to the platform in the distance and then glide to the exit in front of you.

B CAVERN OF LOST SOULS

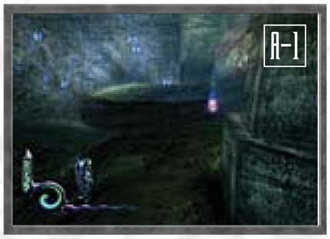
❶ Dropping into the mist below is certain doom, but the checkpoint is right at the beginning of this small room. Glide to the center platform and then glide to the platform to the left.

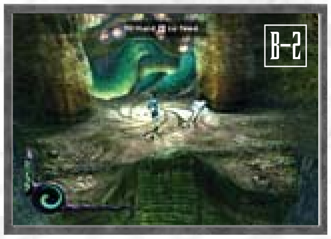
❷ Walk around to the right and glide to the next platform to learn. You must feed on six souls to leave, and luckily, the first one is right in front of you.

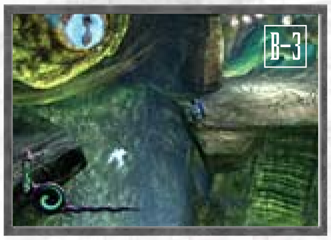
❸ Jump back the way you just came and suck soul number 2 near the edge. Continue to backtrack to where you started the level. On the way, feed on the third soul.

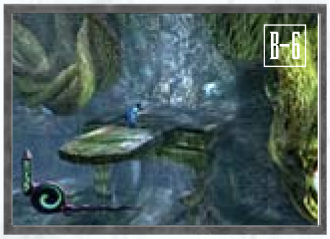
❹ Now retrace your steps to where you spoke with the Elder God. Move to the right and jump to the next walkway. Follow the stairs up and feed on the fourth soul.

❺ At the top of the walkway will be a large chasm that you must glide over. You will also find the fifth soul you need. If you successfully make it to the other ledge, you will be able to suck the last soul.









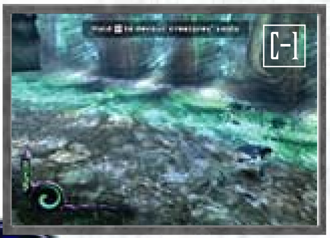
❻ Drop down the ledge to the right and jump over to the newly opened exit.

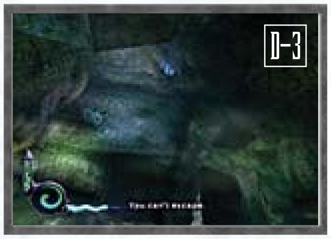
C SLUAGH CAVERN

❶ Jump across the gap and approach the open doorway at the far side of the room.

❷ Again, you will be force to reap souls for your "master." Kill and devour six Sluagh souls to unbar your path.

❸ After satisfying the Elder God, exit through the open doorway.





D ASCENDING CAVERN

❸ This is a time based room where the deadly spectral mist is rising and will destroy you if you don't outrace it and continue to ascend to higher platforms. You can ignore the Sluaghs and free roaming souls ... just sprint for the top.

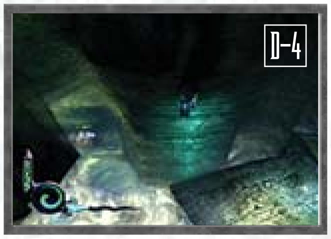
❷ Jump and glide to the next platform. After a brief word from the Elder God, the race is on!

❸ Jump to the next platform and wait as the Elder God breaks the path in front of you. Leap over this gap and continue running as the path curves left.

❹ Glide onto the Wall Crawl surface, climb up the wall with haste and jump to the adjacent platform.

❺ Continue running to the right, but look out for the Elder God as it breaks the floor in front of you. Jump past the broken path and glide over the next gap to the staircase.

❻ At the top of the stairs you will notice a Wall Crawl surface if front of you. Jump to it and



climb up the wall. Jump over to the opposite wall and continue to climb until you can leap to the lower platform.

❼ Continue to the right in a clockwise manor jumping the gaps, climbing the ledges and avoiding the wrath of the floor smashing Elder God. Proceed slowly in this section as the floor will drop out a lot quicker than before.

❽ When you reach the top there will be one more platform to jump that will earn you your "freedom."

E SUNKEN TOMB

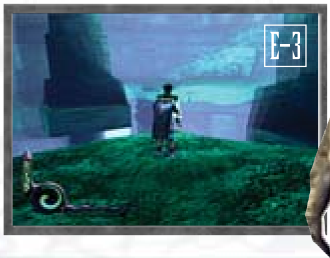
1st visit

Objective: Seek and exit from the crypts

❶ From the checkpoint, run to the right and into the small room to obtain **Arcane Tome #2**.

❷ Head back to the checkpoint and climb up the path counter clockwise.

❸ Jump and glide across the chasm to the ledge with the staircase.



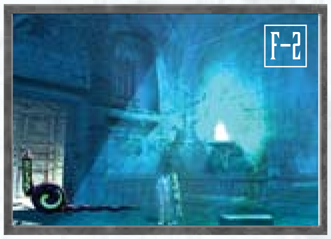
❹ Move up the stairs and glide to the wall crawl surface.

❺ After climbing up the wall, jump across the next two platforms to the open door way and exit to the next area.

F TOMB ENTRANCE CONNECTOR

1st visit

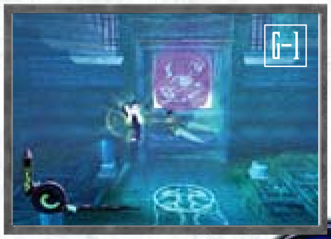
❶ Run through the connecting hallway eliminating the tentacles as you go. Proceed up the staircase. Jump up to either windowsill and phase through the bars to proceed.



G MAIN CEMETERY

1st visit

❶ After you drop down into the Cemetery, you will be attacked by two Archons. They are somewhat difficult to tag with direct hits, because they swoop rather quickly and hang in the air. Jump up and glide toward them to close in and then deliver them from their cursed existence. Another slower alternative is to use your TK ability to take them out without having to chase after them. When they are destroyed the chapter is over.



PURSUE MOEBIUS

AREA: SARAFAN STRONGHOLD (ASCENT)	START: MOEBIUS CHAMBER	END: UPPER TOWER

ITEM STATISTICS

- **Health Talismans** (x3)
- **Telekinetic Runes** (x2)
- **Arcane Tomes** (x2)
- **Reavers Enhancements** (Fire Emblem)

A MOEBIUS' CHAMBER

Objective: Collect the Falcon Crest

❶ Approach the door in front of you and take the **Falcon Insignia.**

❷ Proceed up the hallway and turn right.

B CONNECTOR

Objective: Use the Falcon Insignia on the sealed door

❶ Break the rubble covering the Wall Crawl surface and climb up.

❷ Continue forward and destroy the breakable wall.

❸ Exit through the double doors and run across the bridge.

❹ Open the next set of double doors (or climb up and Mist like before) to reenter the Dungeon.

C DUNGEON

❶ Defeat all the Shades to lower the blue combat barriers. If you take too much damage just drain one of the helpless chained prisoners.

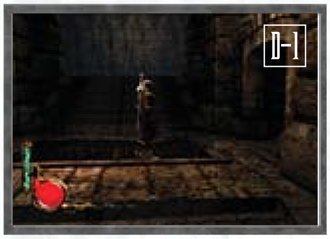
❷ Go up all three flights of stairs to the highest floor and exit through the doorway.

D DUNGEON PASSAGE

❶ Travel up two flights of stairs and Mist through the gate to the right to find **TK Rune #3**.

❷ Move up the last flight of stairs and turn right to break the rubble covering a wall crawl surface.

❸ Climb up and pass through the doors to the Sanctuary.

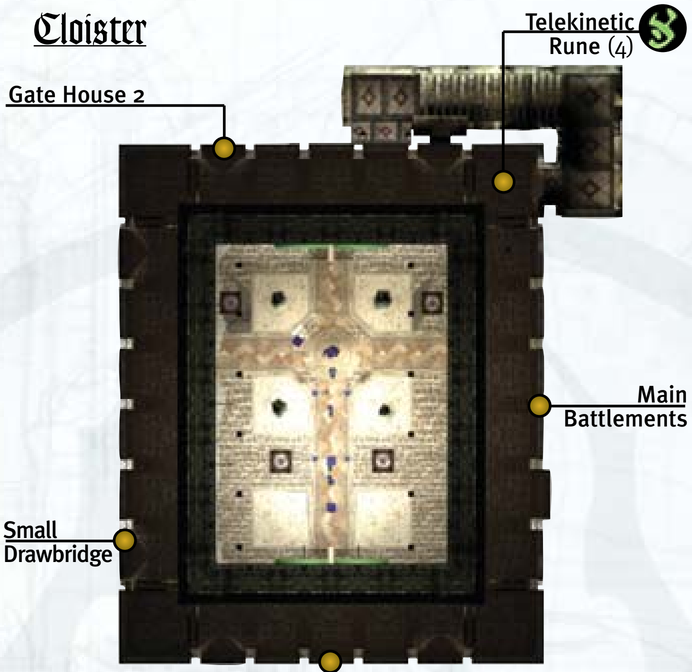


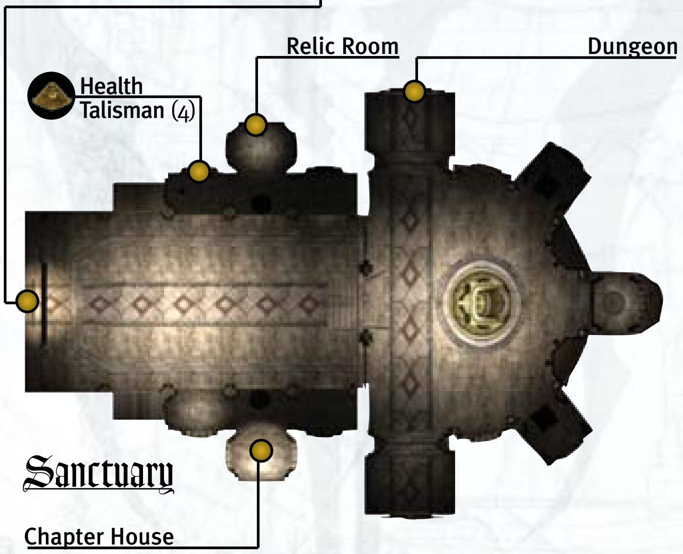
E SANCTUARY

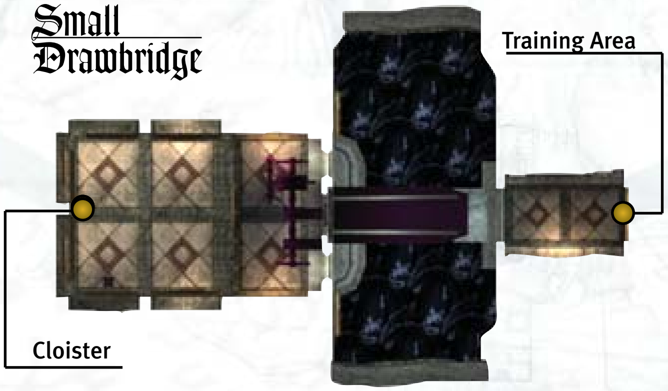
❶ Turn to the right and walk past the gates toward the door in the back of the room.

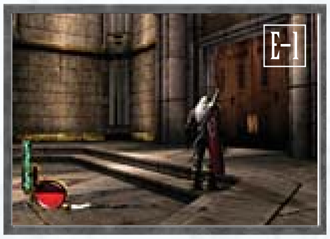
❷ The door will lock and you are forced to defeat several Sarafan. Feed your Reaver with them all, and if you're getting hungry, use the Amphora Jar in the left corner right before the gate.

❸ Now that the door is unlocked, use it.









F SANCTUARY ENTRANCE

❶ Run through the hallway to the next room. Aren't you glad you got rid of those pain-in-the-neck turrets?

G CLOISTER

❶ After learning about Malek, try to leave through any of the doors to trigger another forced battle.

❷ Defeat all the Sarafan and exit through the doorway to Malek's right (his right not yours).

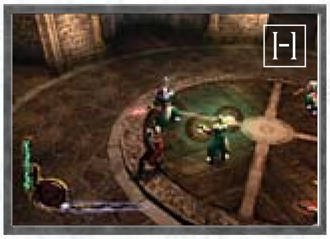
H SMALL DRAWBRIDGE

❶ Cross the drawbridge and exit through the door to your left.

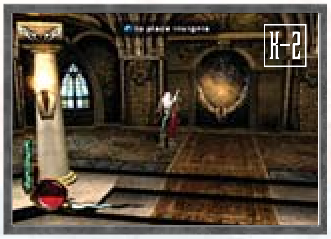
I TRAINING AREA

❶ There are a bunch of Sarafan guards waiting for you, but this time they are accompanied by a Sarafan Mage. Take out the spell caster first to avoid giving your enemies any unnecessary advantages.

❷ Climb up the wall and circle around the top level to Mist through the gate.



Small Battlements



J SMALL BATTLEMENTS

❶ Drop down in the main area and eliminate the Sarafan threat. Exit the large door in the rear of the room.

K CHAPTER HOUSE

❶ Approach the Falcon Insignia door and an onslaught of Sarafan will attack. After the first wave a second group will enter the fight, and this time they brought a Mage. Take the mage out quickly and make short work of the rest, feeding your Reaver as much as possible.

❷ With the gate finally lowered, you can successfully place the **Falcon Insignia** in the door.

❸ Go through the newly open door and up the stairs to reach the second floor.

❹ Travel counter clockwise to the next open doorway and proceed through the double doors.

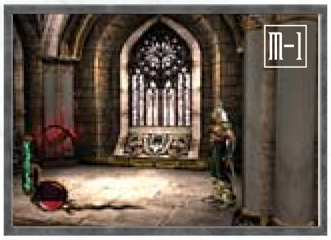
L CHAPTER HOUSE ENTRANCE

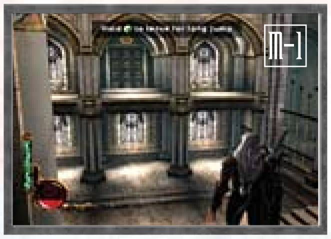
Objective: Find Malek's Shield

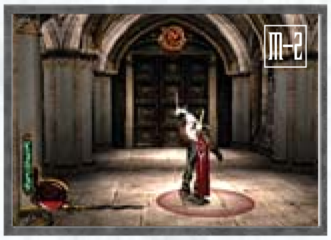
❶ Proceed along the upper walkway to the Sanctuary.

M SANCTUARY

❶ Use the Super Jump launch point to leap across to the other side. Before you enter the door, turn to your left to collect **Health Talisman fragment # 4**.







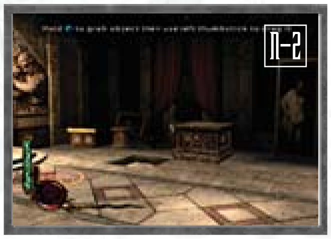
❷ TK the switch above the locked door and enter.

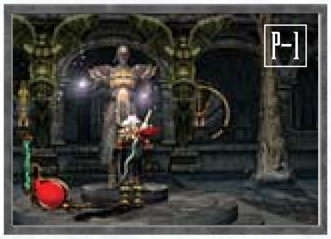
N RELIC ROOM

❶ Pick up the **Arcane Tome #3** to the right of the statue over the pressure switch.

❷ Grab and drag the large block on the right and maneuver it into the hole in the floor.

❷ Pick up **Malek's Shield** from the statue and defeat the Shades as you attempt to leave.





O CHAPTER HOUSE ENTRANCE

Objective: Return Malek's Shield

❶ Drop back down to the lower level and take care the awaiting Sarafan.

❷ Exit the door in the back of the room to return to the Cloister.

P CLOISTER

Objective: Find Malek's Sword

❶ Place **Malek's Shield** into the statue and ignore the archers for now

❷ Proceed through the newly unlocked door (with the big shield symbol) and move up the stairs to reach the upper level.

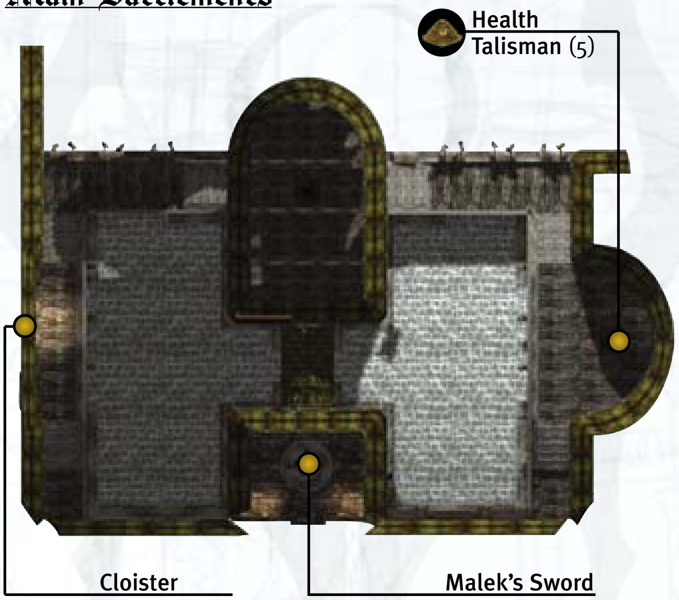
❸ Follow the path around and eliminate the Sarafan archers. Feed your Reaver as much as possible and use the Amphora Jar to restore you health.

❹ After the last archer has fallen, continue to the end of the walkway to find **TK Rune #4**.

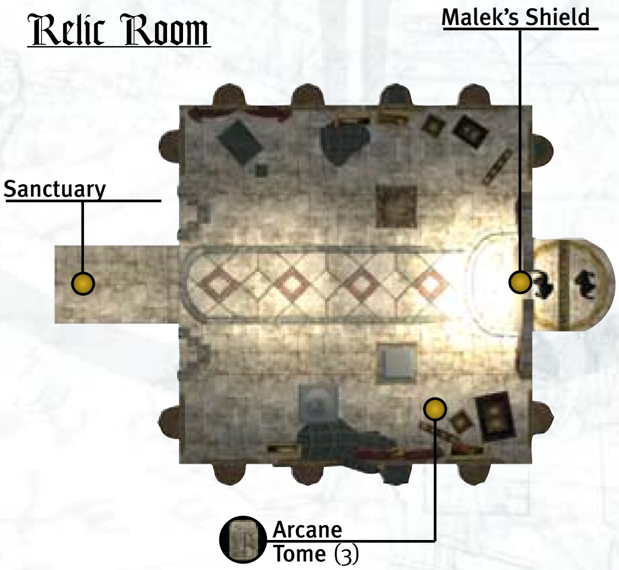
❺ Follow the path just before the first turn around the corner) and pass through the double doors.

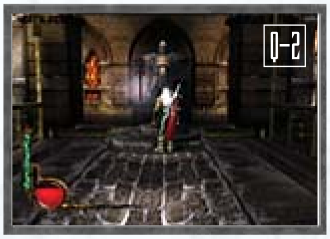
Chapter House

Main Battlements



Relic Room





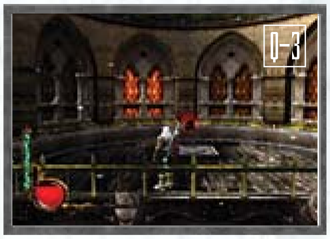
Q MAIN BATTLEMENTS

❶ Work your way around the pathway, defeating the Sarafan Archers as you go.

❷ Walk into the covered area and walk down the narrow path to collect **Malek's Sword**.

❸ Destroy the lurking Sarafan and continue on your previous path, going out through the opposite doorway. This walkway will take you to another group of Sarafan, but more importantly, you'll find **Health Talisman fragment #5**.

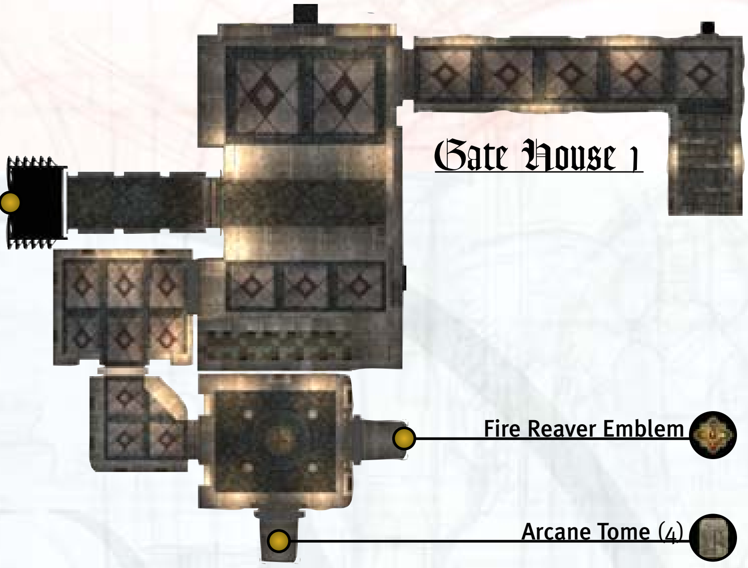
❹ Back track to the Cloister to return the sword.

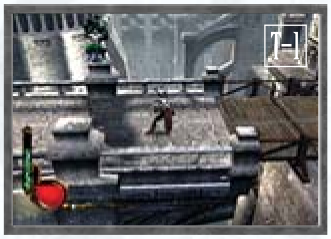


R CLOISTER

❶ Jump down in the center of the room and dispatch the Sarafan. Then place **Malek's Sword** into the statue.

❷ Exit through the door with the sword symbol and proceed up the stairs disabling three turrets as you ascend.





S GATE HOUSE 1

Objective: Find the Decorative Sword

❶ Climb up the Wall Crawl surface and destroy one of the bridge support devices.

❷ Polish off the Sarafan and walk up the stairs to destroy the remaining portion of the bridge support. Exit through the opened doorway to the large drawbridge.

T BRIDGE / GATE HOUSE 2

❶ You'll be greeted by a large group of Sarafan. There are many ways to dispose of them here, including throwing and slashing them over the side. Have fun!

❷ Go to the end of the bridge and use the Super Jump launch point to leap across the gorge.

❸ Use the Wall Crawl surface to the right to enter a room and destroy one of the two bridge-locking devices.

❹ To the right of this device is a breakable wall. Destroy it and then remove the next breakable wall in front of you to get to the second bridge-locking device.

❺ After smashing both bridge supports the bridge will lower and crumble which allows you a new exit.

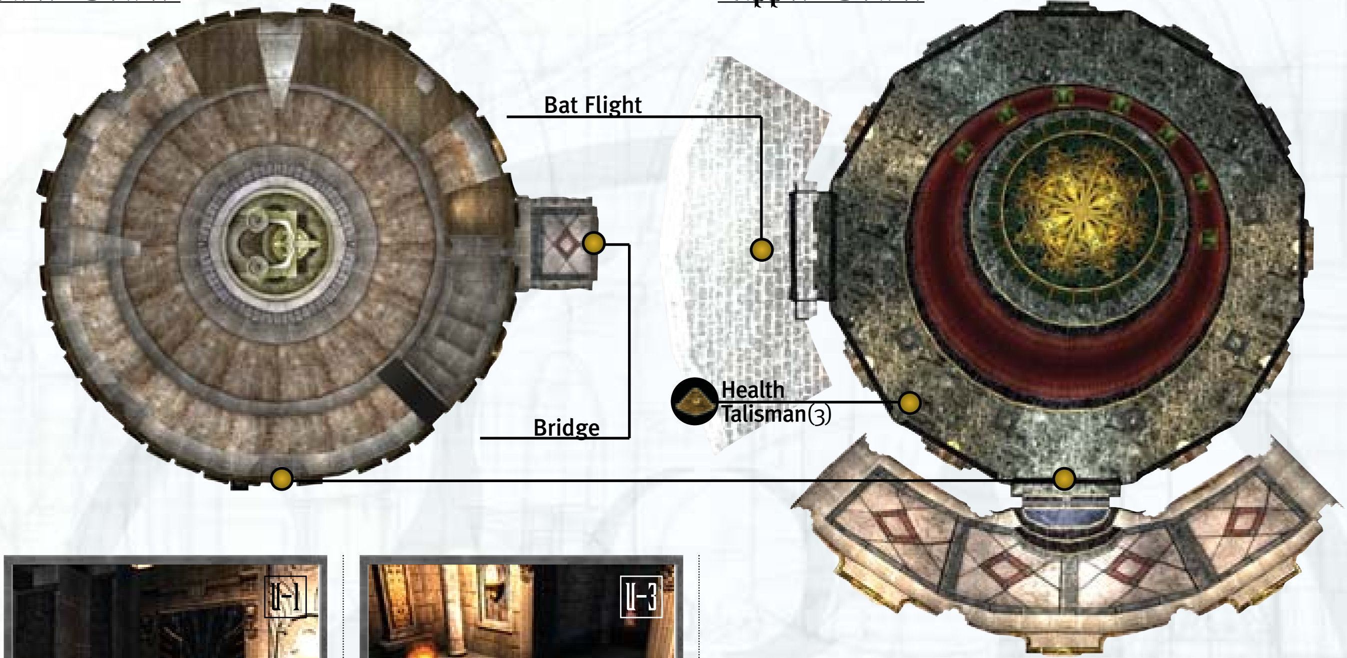
❻ Move back to where you entered the room and fall down into the newly opened hole in the floor.

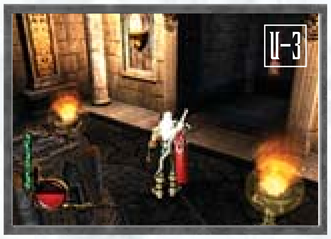
❼ Don't jump across the gorge just yet. Travel back into the room and be sure to pick up the **Decorative Sword** near the bottom of the stairs.

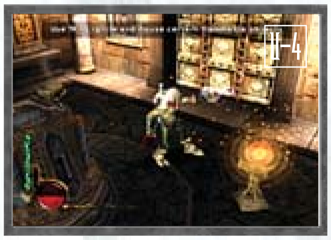
❽ Destroy all the Sarafan to unlock the doors and use the Super Jump launch point to leap across the bridge. This time around the resistance on the bridge is increased with Sarafan Mages.

Lower Tower

Upper Tower







U GATE HOUSE 1

Objective: Find the Flame Emblem

❶ Place the **Decorative Sword** into the door and proceed into the main room.

❷ Before you do anything take note of the sconces that were lit when you first came in (the two closest to the door). You'll need to know this to exit.

❸ Rotate the statue in the center of the room twice to raise the door holding the **Flame Reaver Emblem.** Before you pick up the Emblem turn the statue one more time to open the right to reveal **Arcane Tome #4!**

❹ Collect the Flame Reaver Emblem and use your TK ability to ignite the sconces that were originally lit when you entered the room. Head back across the bridge and leap across.

V LOWER TOWER

Objective: Ascend the Tower

❶ Enter through the large double doors and approach the center of the room until the two sconces on top of each pillar come into view. Use your TK ability to light them.

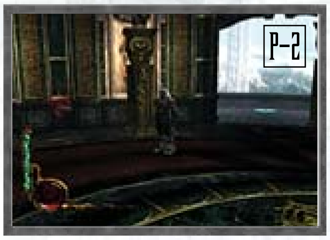
❷ Travel up the newly create makeshift stairs, and TK the switch to the left to create the next set of stairs.

❸ Continue upward, jumping a small gap and again TK the switch to create another set of stairs. stairs. Jump across the next two gaps and continue your way up the tower.

W UPPER TOWER

❶ After the cinematic look around the room to the left of the outside exit to find **Health Talisman fragment #6.**

❷ Activate the Bat Flight launch point to end the chapter.



CHAPTER 4

FIND THE PATH TO THE PILLARS

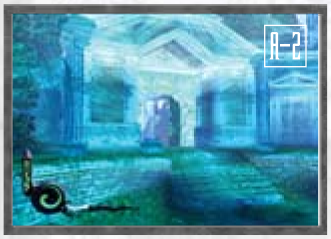
AREA: THE CEMETERY	START: TOMB ENTRANCE	END: MAIN CEMETERY

ITEM STATISTICS

- **Health Talismans** (x3)
- **Telekinetic Runes** (x2)
- **Arcane Tomes** (x2)
- **Reavers Enhancements** (Dark, Light)

A MAIN CEMETERY

Objective: Find a way to shift to the Material Realm



❶ Head through the open doorway into the Main Cemetery and follow the path to the left.

❷ You will enter a circular clearing with a checkpoint. Follow the steps up and pass through the doorway towards Kain's Mausoleum.

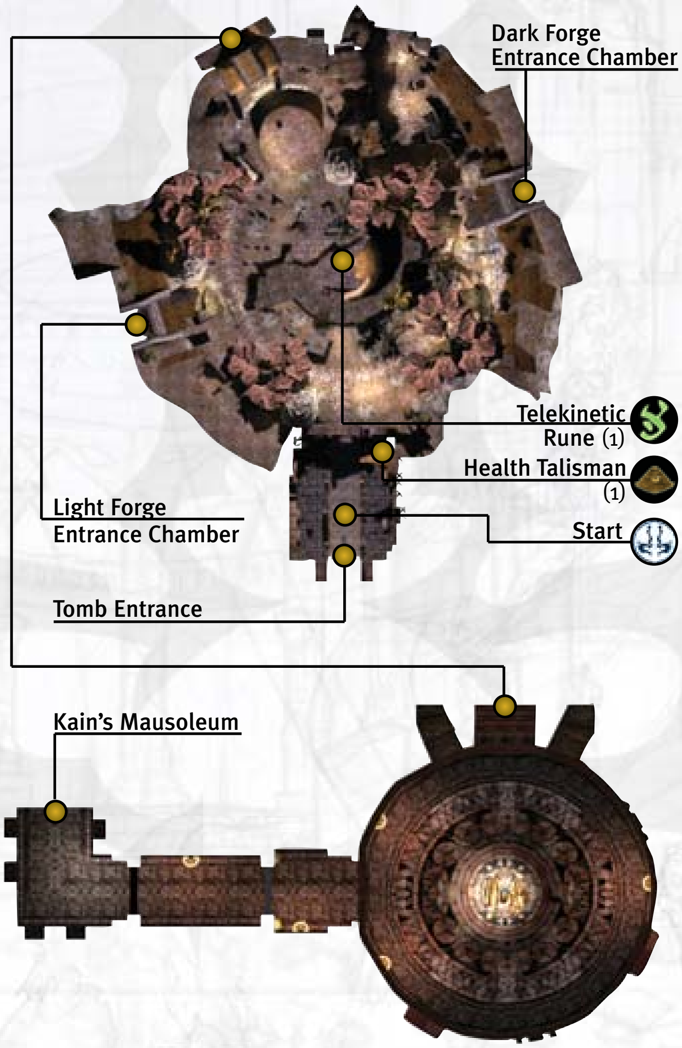
B TO KAIN'S MAUSOLEUM

❶ Run through the passages until you reach the front entrance of Kain's Mausoleum.

❷ Defeat all of the Shades to remove the combat barriers. If you are not doing too well against them, suck down the floating souls roaming in this area.

❸ Jump up to either window sill and phase through the barred window.

Main Cemetery



Kain Mausoleum Entrance

C KAIN'S MAUSOLEUM ENTRANCE

❶ Shift to the Material Realm using the Corpse Host, and exit back out through the front door to backtrack to the Main Cemetery. As you exit the door, wipe out the bothersome tentacles. Just strafe in a circle and cut them down when they appear. If you do get caught, hit attack rapidly to escape.

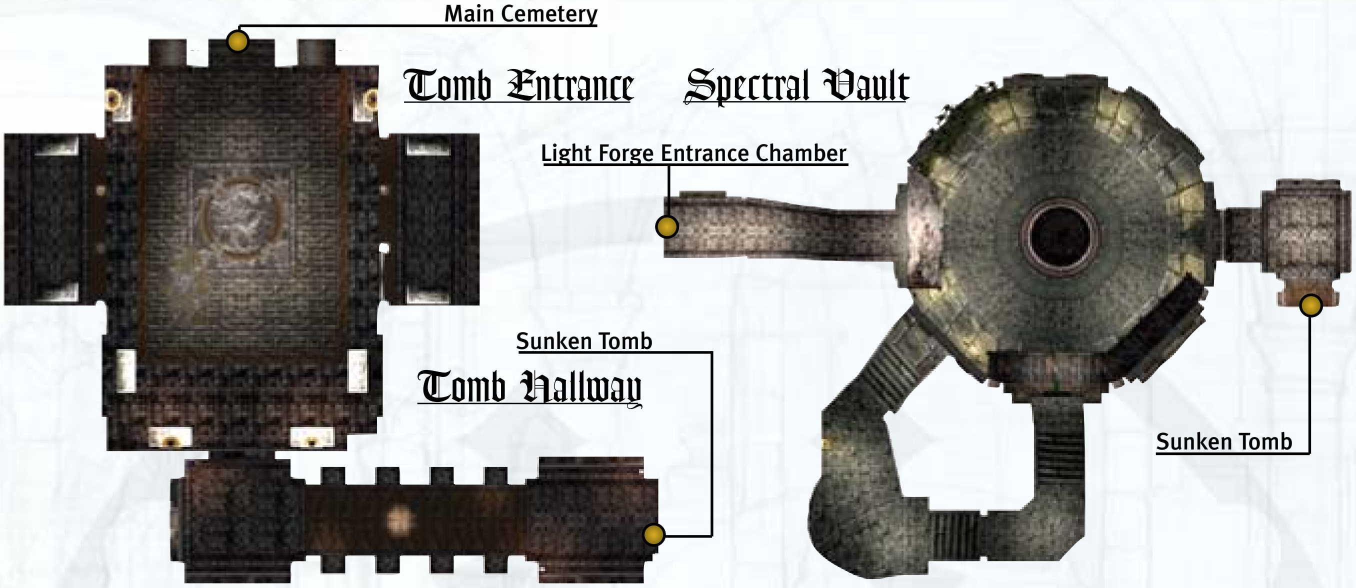
D RETURN TO MAIN CEMETERY

Objective: Acquire the Dark Reaver

❶ Defeat the Vampire Hunters to drop the blue combat barrier. The door you passed through will now be locked with the sign of the Dark Reaver.

❷ Travel counter clockwise heading back to the Tomb Entrance. The open window ledge on the left holds **Health Talisman fragment #1.**

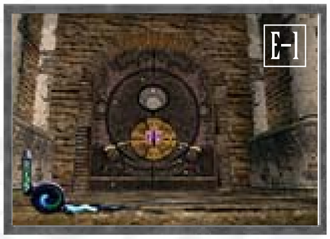
❸ Drop down and enter the Tomb Entrance.



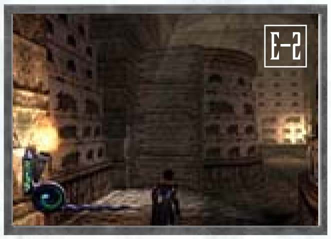
E TOMB ENTRANCE / HALLWAY

❶ Apparently you are not the only one who knows the trick of entering the Material Realm. Defeat all the Revenants in this area to remove the combat barriers.

❷ Proceed down the hallway back toward the Sunken Tomb. On your way you will pass a Wall Crawl surface. Take note of this and return here when you have the Light Reaver. After climbing the wall and jumping to the other walkway, you will encounter a door with a Dark Orb. After you active it with the Light Reaver, you will get **Health Talisman fragment #3**.



❸ You will encounter several more Revenants that will help feed your Reaver. Use the Health Amphora near the Wall Crawl surface if need be.



F SUNKEN TOMB

❶ When you enter this area the door will lock behind you. Jump into the water and swim down.

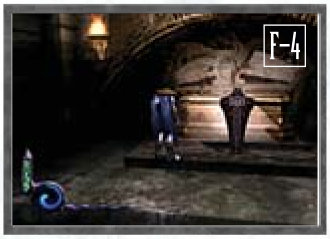
❷ Look for the open doorway at the bottom (a faint light is emanating from this location) and swim into it. Swim up from here and jump out of the water.

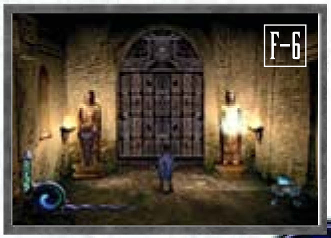
❸ Pull out the column underneath the ledge, and climb up it to use it as a booster step.

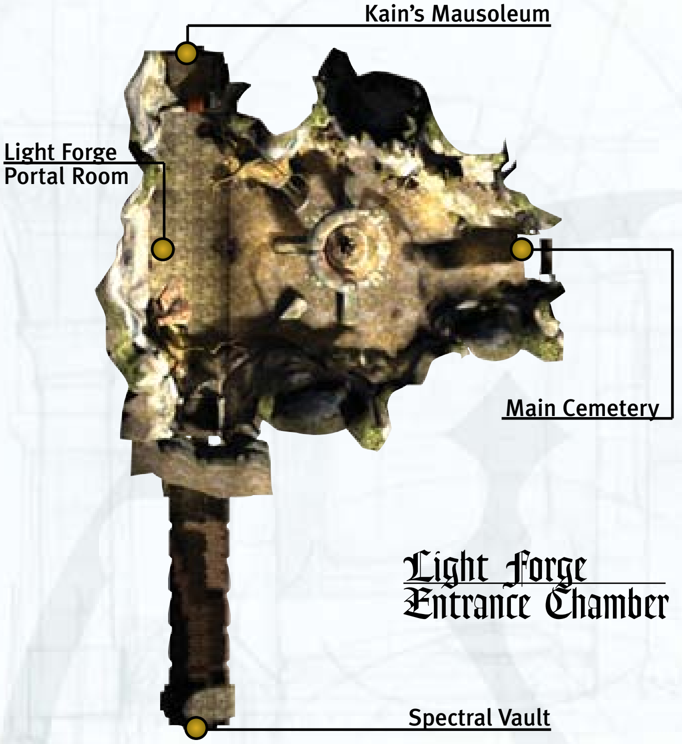
❹ Jump the now accessible ledge and collect the **Ornamental Shield**. Jump back into the water and swim back to where you first entered the water.

❺ Swim to the ledge with the two statues and jump out of the water.

❻ Place the **Ornamental Shield** into the statue on the right to open the door.







Light Forge Entrance Chamber

G SPECTRAL VAULT

❶ Run to the opening on the opposite side of this room and defeat all of the Revenants that appear to remove the green combat barriers.

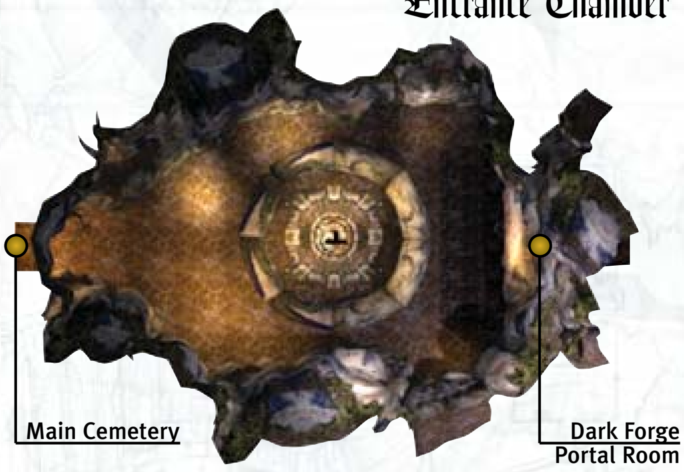
❷ Proceed up the stairs until reaching the gate.

❸ Shift to the Spectral Realm and pass through the gate. Suck up a few of the floating souls to replenish your health if need be.

❹ Jump and glide onto the center pillar, then glide again to the second floor hallway.

❺ Move down the hallway dispatching a few tentacles as you go.

Dark Forge Entrance Chamber



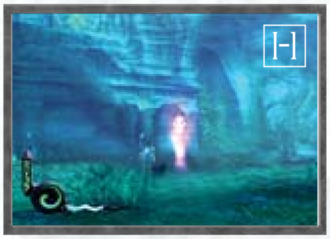
H SPECTRAL VAULT CONT.

❶ Continue down the hallway to the outside of the Light Forge Entrance Chamber.

I L. FORGE ENTRANCE CHAMBER

❶ Take advantage of free souls if your health is low. Then, use the Corpse Host under the door to shift back to the Material Realm.

❷ Defeat all of the Vampire Hunters to raise the combat door and exit out the door in back to return to the Main Cemetery

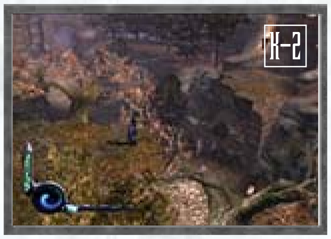


J UPPER CEMETERY PASSAGE

❶ Travel through the hallway and defeat all of the Revenants that appear to drop the green combat barriers. Exit through the door to the Upper Main Cemetery.

K UPPER MAIN CEMETERY

❶ Jump and glide across the platform to the central hub to find **TK Rune #1** under the small enclosure at the left edge. Note: If you fall off this hub or miss a jump, climb back up from the platform you just came



from (with the Light Reaver symbol over the door).

❷ Circle around the platform to the other side and glide across the door. Proceed through the exit towards the Dark Forge Chamber Passage.

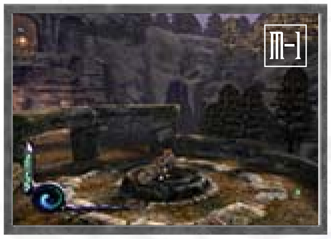
L D. FORGE CHAMBER PASSAGE

❶ Go down the hallway and defeat all of the Revenants to remove the green combat barriers.

M D. FORGE ENTRANCE CHAMBER

❶ Jump up to the center point of the semi-circular stonehenge and shift to the Spectral Realm.

❷ Glide across to the ledge now in reach and once there shift back to the Material Realm at the Corpse Host. Back in the Material Realm, open the Material Reaver Door to enter the Dark Forge Portal Room



N DARK FORGE PORTAL ROOM

❶ Drop to the ground floor and approach the dark glowing orb.

❷ Defeat all the Shades in this room to activate the warp gate. Step through it.

O DARK FORGE

❶ Move through the hallway counter clockwise and defeat the Shades en route.

❷ After learning a few more facts about the Pillars, shift to the Spectral Realm and phase through the gate.

❸ Follow the walkway clock-wise and drop down to the lower level.

❹ Enter the second open door-way going clockwise to use the Corpse Host and shift back to the Material Realm. Defeat the Revenants to drop the combat barrier.

❺ Exit this room to the center of the floor and take out the pesky tentacles as you approach the Soul Conduit in the middle. Use the device to forge the **Dark Reaver**.

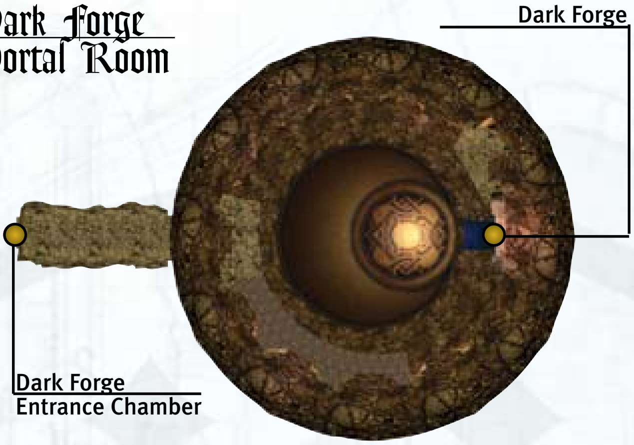
❻ In back of the Soul Conduit are two Light Orbs. Use the Dark Reaver on them both to turn them dark and active the warp gate.

❼ Before leaving the lower level break the door that was shown when forging the Reaver. Inside you'll find **Health Talisman fragment #2**.

❽ Move counter clockwise to the first open doorway and climb the wall to the top.

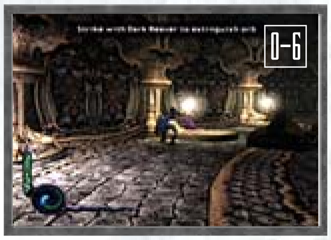
❾ Proceed clockwise and defeat the Revenants to hop into the Warp Gate.

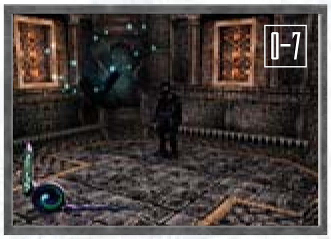
Dark Forge Portal Room



Dark Forge Upper

Dark Forge Lower

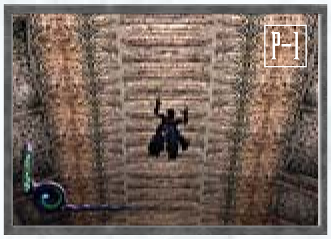




Cemetery

P DARK FORGE PORTAL ROOM

Objective: Acquire the Light Reaver



❶ Climb up the steps and use the Reaver Charge Stone to completely charge up your Dark Reaver. Hold attack to build up the Reaver spell to become invisible. This will allow you to pass the Guardian Gargoyle. Switch your Reaver back to the Material Reaver to open the door.

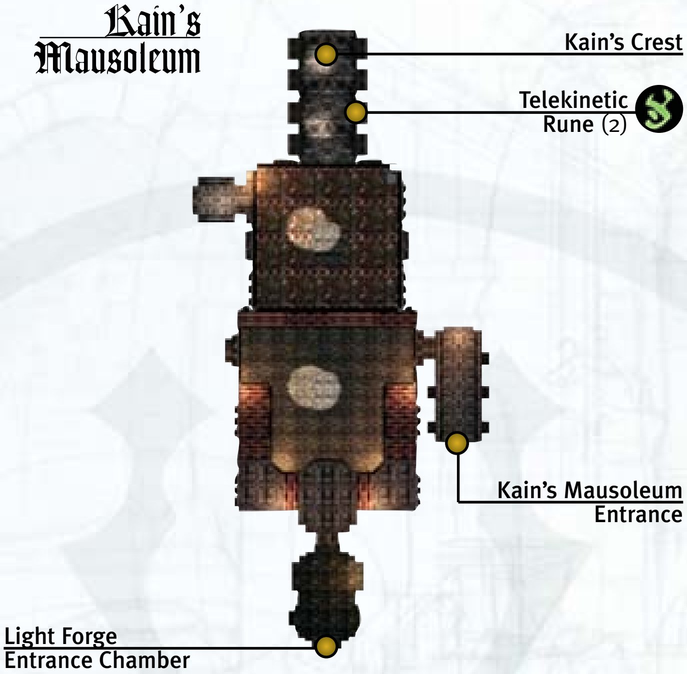
❷ Backtrack to the main Cemetery and jump across to the central upper hub. Walk around and drop off to get to the ground level in front of the pathway to Kain's Mausoleum. (the place with the door locked with the Dark Reaver symbol.)

Q TO KAIN'S MAUSOLEUM

❶ Eliminate all the Vampire Hunters, now choose the Dark Reaver and use it on the Dark Reaver Door to open it. Continue down the path to the entrance to Kain's Mausoleum and enter it. Once inside charge up your Dark Reaver again on the Reaver Charge Stone there. Unleash its spell of Invisibility to pass unnoticed by the Guardian Gargoyles.

R KAIN'S MAUSOLEUM

❶ Open the door and proceed down the hallway. At the end shift to the Spectral Realm and phase through the gate.

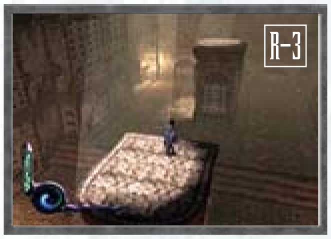


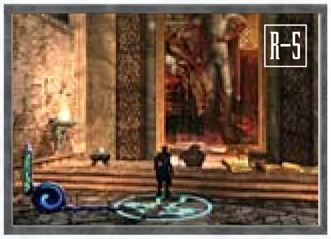
❷ Run to the opposite side of the room and shift back to the Material Realm.

❸ Move up to the top of the stairs and glide to the first platform. You can never make it to the other one. First, shift back to the Spectral Realm and then Glide to the closer platform.

❹ Glide to the high alcove in front of you and enter the next room.

❺ Shift back to the Material Realm and pick up **Kain's Family Crest** lying against Kain's coffin.

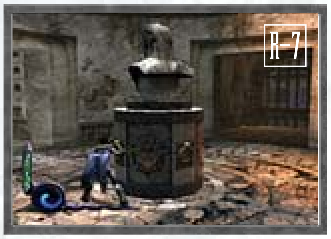




❻ Defeat all the Revenants and exit through the bars. Note that to the right of the coffin is some debris you can climb to reach a locked door. This door will require the Light Reaver, so return here once you get it to find **TK Rune #2**.

❼ Rotate the bust of Kain until it faces the door which will cause it to unlock. Follow it out and prepare for a Shade ambush.

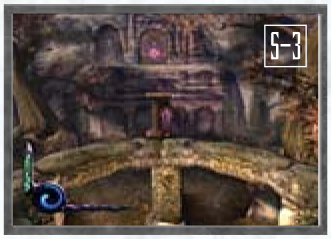
❽ Climb the stairs and place **Kain's Family Crest** into the door. Pass through the opened door to reach the upper area of the Light Forge Entrance Chamber.



S L. FORGE ENTRANCE CHAMBER

❶ Push the large pedestal down the ledge and jump down to follow it.

❷ Drag it so it is placed in front of the ledge of the Light Forge entrance.



3 Jump on top of the small stonehenge and then from there glide onto the top of the pedestal

4 Leap to the ledge and use the Dark Reaver to unlock the door.

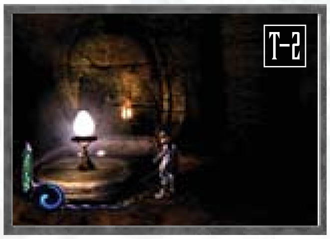
T LIGHT FORGE PORTAL ROOM

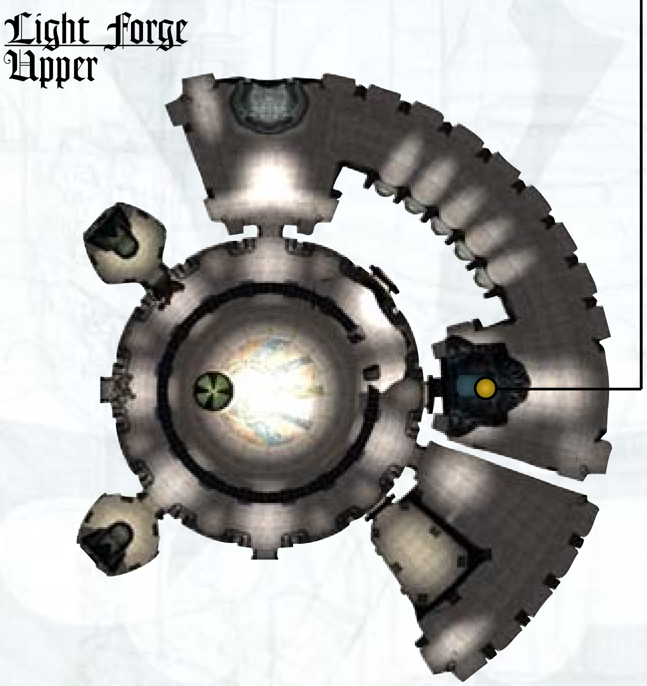
1 Drop down into the center of the room and Wall Crawl up.

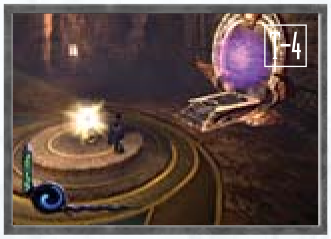
2 Turn to the left and collect the **Faceted Orb**.

3 Run around the upper level counter clockwise and use your TK ability to crack the covering by the Light symbol.

4 Drop down to the ground level and place the **Faceted Orb** into the pedestal in the center of the room then enter the Warp Gate.







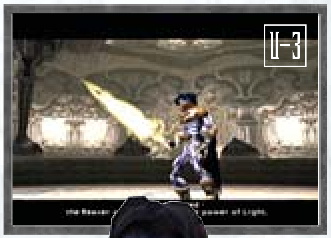
U GUARDIAN CITADEL

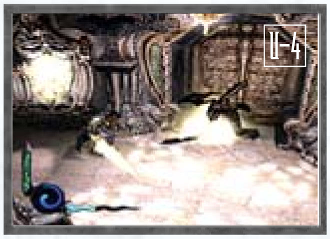
Objective: Unlock the Pillar gates.

1 Move through the hallway counter clockwise to shift to the Spectral Real to phase through the gate.

2 Drop down to the main chamber and use the Corpse Host near the center of the room.

3 Activate the Soul Conduit to obtain the **Light Reaver**.





❹ This will set loose a Vampire Golem. It is slow and can easily be dodged. Stay just out of range and entice it to swing, then easily dodge out of the way. While it is still bent over, combo it and repeat. When the statue is defeated, its death scream will open several areas and create a breakable door.

❺ Go to the first doorway and enter to find **Arcane Tome #3**.

❻ Destroy the breakable wall and Wall Climb to the upper level and exit to the main chamber walkway.

❼ Enter the first room going clockwise with a Dark Orb. Activate it with the Light Reaver to turn it into a Light Orb.

❽ Continue going clockwise and repeat the process in the next room. This will active the Warp Gate.

❾ Follow the path and then shift to the Spectral Realm to phase through the gate.

❿ Travel through the hallway killing the Slaugh, if you're low on health and use the Corpse Host at then end to shift back. Hop into the Warp gate.

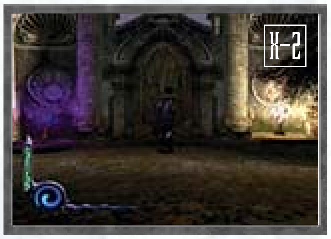
V LIGHT FORGE PORTAL ROOM

❶ Head up the stairs and approach the exit. Defeat the Shades to remove the blue purple combat barrier.

❷ Make sure the Dark Reaver is equipped and unlock the door.

W BACKTRACKING

❶ Be sure to backtrack to the Kain's Mausoleum and then to the Tomb Hallway to collect the two items mentioned earlier that were locked with doors requiring the Light Reaver.



X MAIN CEMETERY

❶ A slew of Vampire Hunters await you. Follow the path counterclockwise past the Tomb Entrance to find the path to the Pillars.

❷ Strike the Dark orb with the Light Reaver and the Light Orb with the Dark Reaver. Once this is done the gate will unlock and you may pass through to the Pillars to end the chapter.

REVEAL THE GUARDIAN CITADEL

Chapter 5

	START: PILLARS	END: PILLARS

ITEM STATISTICS

- **Health Talismans** (x1)
- **Telekinetic Runes** (x1)
- **Arcane Tomes** (x1)
- **Reavers Enhancements** (Dimension Reaver)

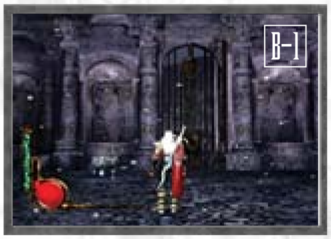
A CONNECTOR WITH STRONGHOLD UPPER TOWER

Objective: Acquire the Dimension Reaver

❶ Walk down the steps and defeat all of the Sarafan.

❷ Follow the path to the clearing.

B PILLARS CLEARING



❶ After the cinematic, move past the left side of the Pillars and Mist through the gate. There is a Health Amphora near by if you are in need.

❷ Follow the path and climb up the stairs.

C ENTRANCE TO GUARDIAN CITADEL VISTA

❶ Prepare for a plethora of Sarafan! While you are fighting the enemies on the ground level, Sarafan Archers will continue to rain fire arrows on you

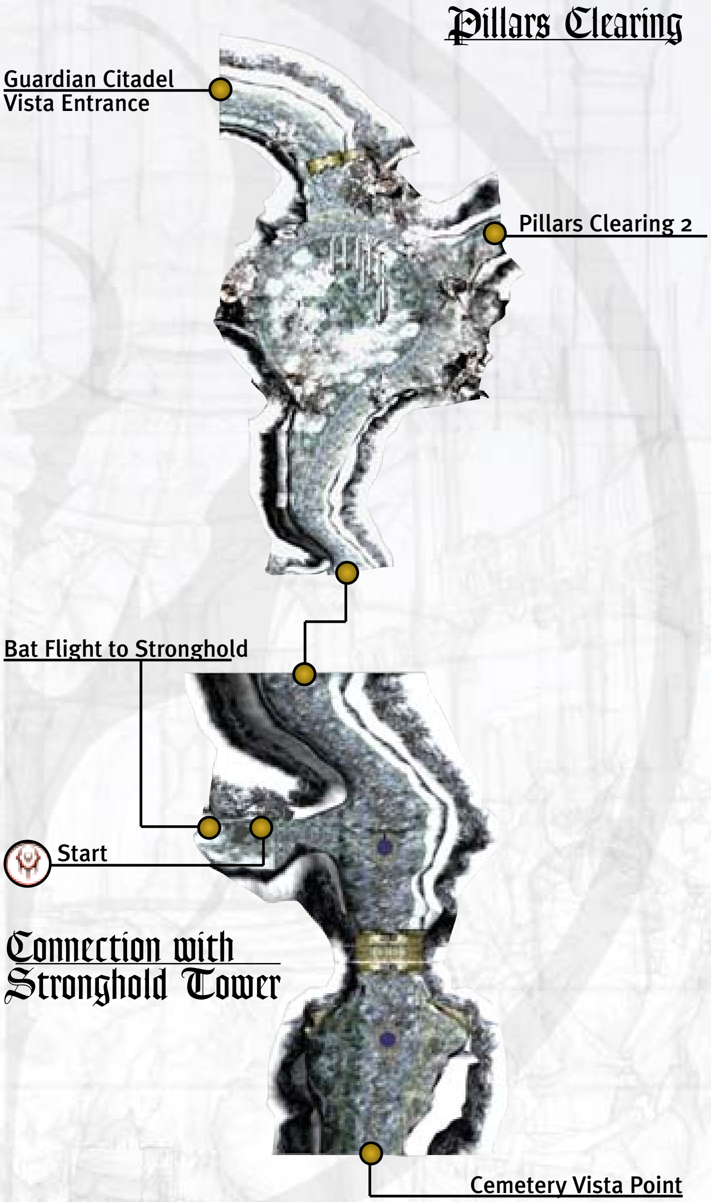
from above. Dispatch your foes with haste and feed the Reaver with them all. If you take a lot of damage, use the Health Amphora around the columns near the door.

❷ Use you TK powers on the column near the Health Amphora and jump up the broken column.

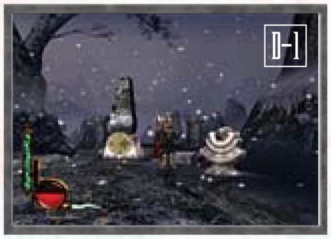
❸ Use the broken column as a step ladder and leap up to the second level. On the upper ledge, look to the right to find **Arcane Tome #5**.

❹ Before you jump the gap of the collapsed ceiling, TK some of the Archers off the ledge (there are some useful spikes behind them as well) so it's a lot easier to make the leap. The threat on this walkway is high, because there are a variety of Sarafan, including archers, swordsmen and a mage. Don't take this battle for granted — it is easy to get pinned down or knocked off the ledge.

❺ After killing the slew of Sarafan, follow the walkway to the adjacent area.



Part V: Walkthrough



D GUARDIAN CITADEL VISTA POINT

❶ As you approach the Dimension Reaver Obelisk, take the **Stone Disc**.

❷ Jump up the small ledges and backtrack to the area of the Pillars Clearing. You will encounter a lot of Sarafan on the way, and they are in larger, well-fortified groups. Feed your Reaver as much as possible, but don't neglect to feed.

E PILLARS CLEARING 2

❶ Follow the clearing around clockwise, until you reach a path leading to a large pool of water. On the second large stone platform lies **Health Talisman fragment #7**.

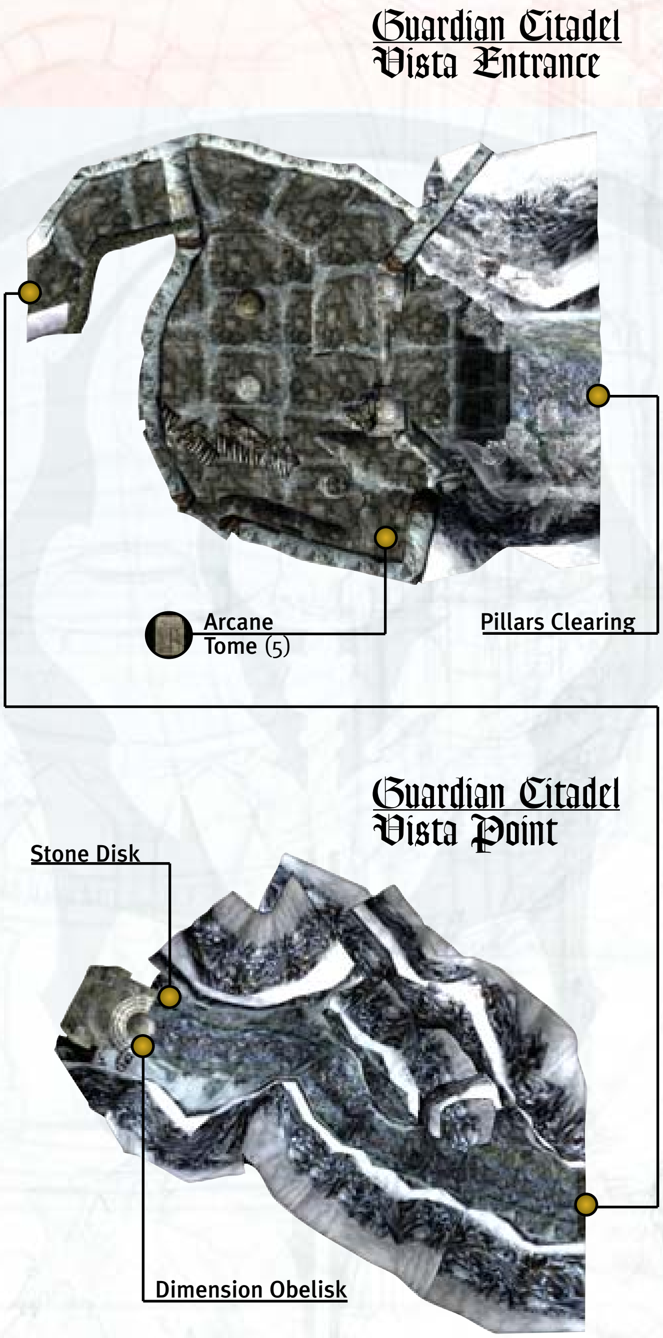
❷ Backtrack to the Connector where you started the level.

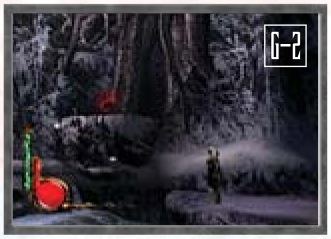
F CONNECTOR WITH STRONGHOLD UPPER TOWER

❶ Defeat the Sarafan and place the **Stone Disc** at the base of the small structure at the bottom of the stairs.

❷ Use your TK powers on the the two sconces on opposite sides of the stone gate.

❸ Rotate the column twice point towards the large stone gate and when it opens exit through the doorway.





G CEMETERY VISTA POINT

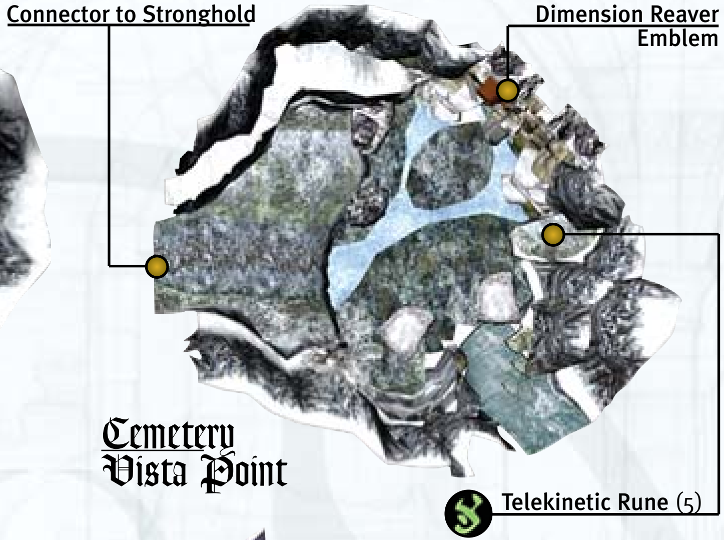
❶ Defeat the Shades and move to edge of the water.

❷ Jump onto the snow-covered stone in the water to the right and then leap and hover to the ledge in front of you. Jump up to the next ledge to the left to receive **TK Rune #5**. These jumps can be tricky because of the perspective, so just be sure to leap off the ledges at the last possible moment.

❸ After this last ledge, you can jump down. You won't have to worry about the water, because the pond is frozen over in this spot. Climb up the debris on the left side of the statue. TK the face of the statue to reveal a switch, and then use your TK abilities again on the switch.

❹ This will extend a platform that will allow you to jump up to collect the **Dimension Reaver Emblem**.

❺ Jump down and dead back to Vista Point.

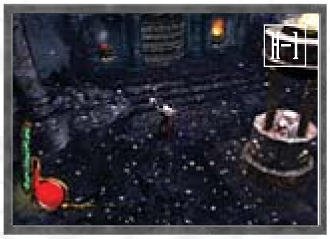


H CONNECTOR WITH STRONGHOLD UPPER TOWER

Objective: Reach the Citadel Vista

❶ Defeat the Shades and TK both sconces flanking the gate.

❷ Rotate the column twice and travel back through the gate toward the Dimension Obelisk. The Sarafan will be out in force! Feed your Reaver as much as possible, and use the Health Amphora to survive. This would be a good time to power up the Reaver and test out the Charge spell from the Dimension Emblem. Note: You will have to take out all the Sarafan at the Citadel Entrance to lower the combat barrier.



I GUARDIAN CITADEL VISTA POINT

❶ Place the **Dimension Reaver** artifact into the Obelisk.

❷ The Obelisk activates, causing a Bat Flight launch point to appear. Use this to travel to the Guardian Citadel.

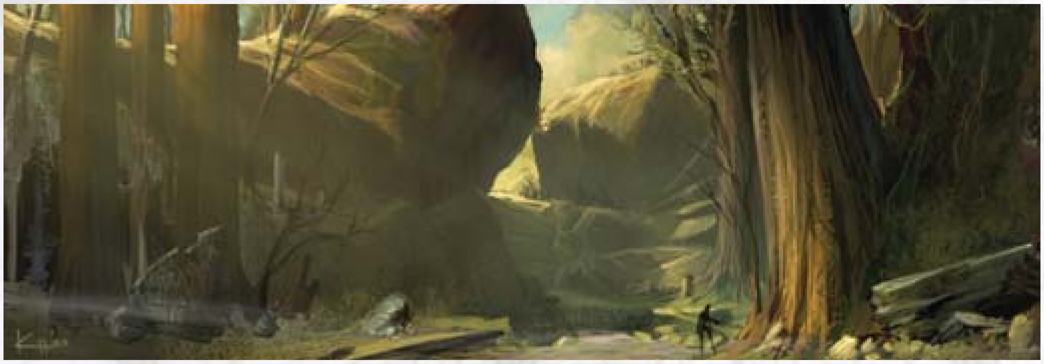
Chapter 6

Find The Location Of Vorador's Mansion

Area: Pillars – 500 Years Later	Start: Cemetery Vista Point	End: Connector to Vorador's Mansion

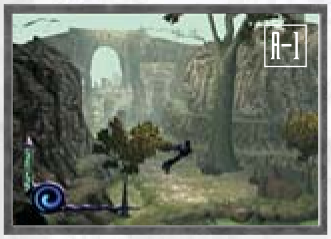
Item Statistics

- **Health Talismans** (x2)
- **Telekinetic Runes** (x1)
- **Arcane Tomes** (x2)
- **Reavers Enhancements** (Fire Reaver, Air Reaver)



A Cemetery Vista Point

Objective: Acquire the Fire Reaver

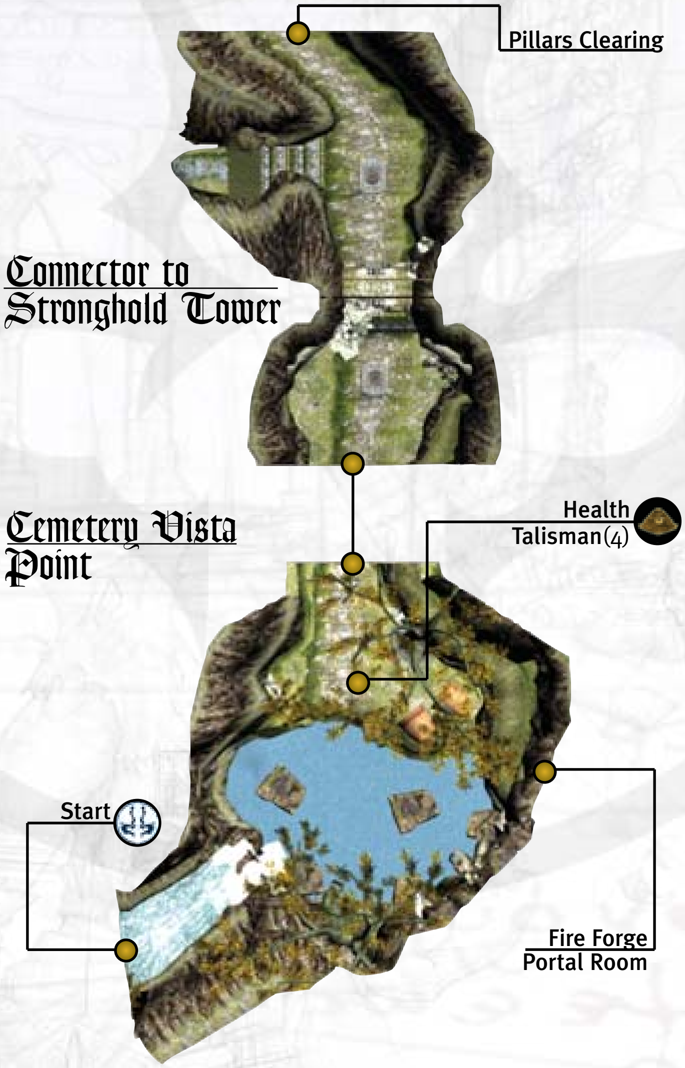


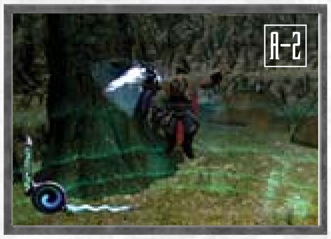
❶ Glide down over the pond into to the small clearing.

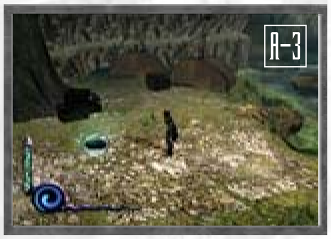
❷ Once you land a combat barrier will appear, and you will have to defeat the Vampire Hunters to remove it. Unfortunately, there is a spellcaster outside of the barrier who you will have to wait to deal with. This is the first appearance of the Juggernaut who is slow but powerful. Use a charged Light Reaver to blind him, and he will be a piece of cake! These guys are large, but they have very little endurance, and after a while, he can be juggled like anyone else.

❸ In the center of this battlefield is **Health Talisman fragment #4.**

❹ Head up the pathway to the left to the large stone gate.







B Connector with Stronghold Tower

❶ Just to the right of the stone gate is a Wall Crawl surface. Climb up and jump to the small walkway.

❷ Follow the walkway back toward the Cemetery Vista Point and equip the Light Reaver to unlock the door

Part V: Walkthrough

C FIRE FORGE PORTAL ROOM

❶ Drop down to the lower level and head across the room to the right of the Warp Gate and Wall Crawl up the other side.

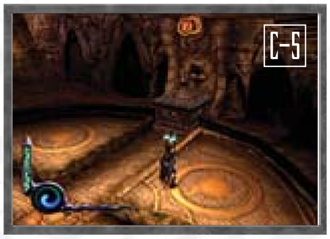
❷ On the walkway above over the Warp Gate is a statue. Rotate it twice to lower the barrier in front of the moveable block.

❸ Drop back down and pull the block to the center of the room.

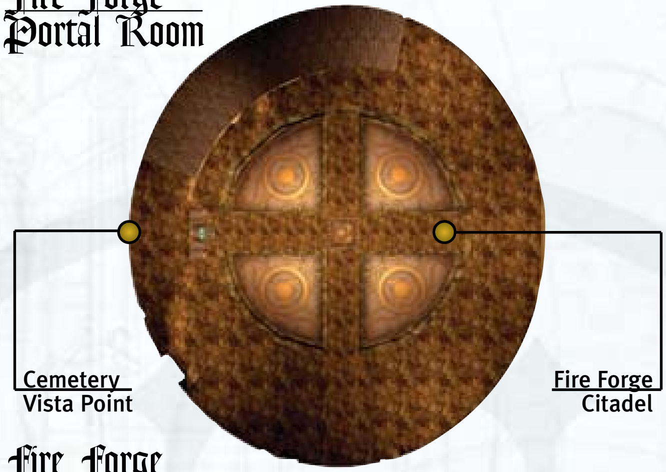
❹ Climb back up and rotate the statue three times to lower the barrier in front of the TK switch.

❺ Drop down again and push the block in front of the TK switch. Then, the use your TK powers to active the switch and light the torch on the top of the block.

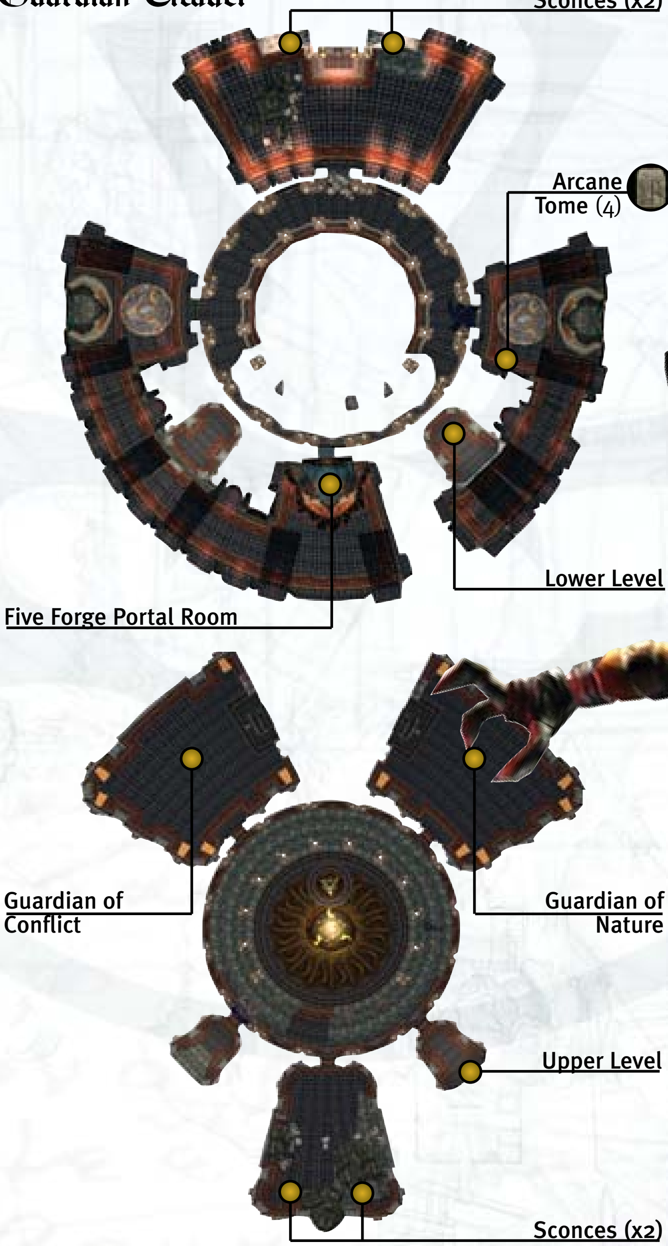
❻ Drag the block back into the middle of the room to enable the Warp Gate and proceed through.



Fire Forge Portal Room



Fire Forge Guardian Citadel



FIRE FORGE

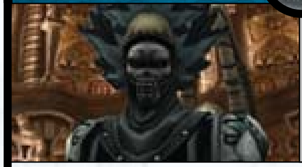
D FIRE FORGE GUARDIAN CITADEL

❶ Follow the hallway around, move through the open doorway and continue through the next doorway to drop down to the lower level.

❷ Take out the bothersome Tentacles in the room.

❸ Shift to the Spectral Realm and enter the first gated doorway going clockwise from where you first landed. Be sure to stock up on souls before you enter, because you are about to fight your first boss battle.

Boss — GUARDIAN OF CONFLICT



Description: This specter once presided over the principles of change and upheaval as the original Vampire Guardian of Conflict.

Abilities/Attacks: Call Shadows – This is a summoning spell where the Guardian will call forth Shades for assistance. As the Guardian takes damage, the number of Shades it creates will increase. Discord Bolt – The Guardian is invulnerable when casting these single seeking projectiles.

Strategy: You should split your attacks between the Shades and the Guardian, or you may find yourself getting overwhelmed. Kill the Shades as soon as they appear and close in on the Guardian. The Guardian is invulnerable while it is casting its spells and will be surrounded by a magical aura. Be prepared to dodge and circle strafe to avoid running into its magical shield, or it will bounce you back. With its guard down, take full advantage when you get in close and use a Perforate Carcass combo to deal some heavy damage.

❹ When the Guardian is defeated, it will fill half of the Soul Conduit. Phase back through the gate and enter the next room going clockwise. Fill up on any souls you can.

Boss — GUARDIAN OF NATURE

Description: Once governing the plants, animals and all forms of natural life in Nosgoth, this specter served as the original Vampire Guardian of Nature.

Abilities/Attacks: Nature's Grip – The Guardian will call forth several Tentacles to hold you in its grip. Fury of Terra: Multiple glowing projectiles can be unleashed, and they will hang around and continue to home in on you. These are very slow compared to the last Guardian's projectile, but when they are combined with the Tentacles, they can quickly complicate your fighting area.

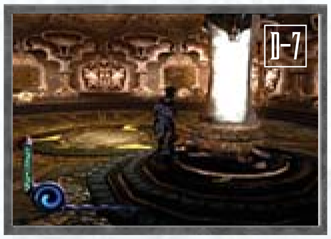
Strategy: Once again, while casting some of its spells, the Guardian will be covered in a magic barrier that will prevent your from striking it. However, you can be a lot more aggressive this time around. The Tentacles and slow-seeking projectiles may become a nuisance, but if you fight aggressively and use combos when its shielding is gone, you should be able to take it out rather quickly. If you do get bound by one of the Tentacles, rapidly hit Attack to break free.

❺ After the Nature Guardian is killed, the rest of the Soul Conduit will be filled. Exit back to the main room and continue clockwise to the second doorway.

❻ Feed on the souls in this room, if you are low on health, and then use the Corpse Host.

❼ Exit to the center of the main chamber and activate the Soul Conduit to obtain the **Fire Reaver**.

Objective: Use fire to unlock the Ancient Gate.

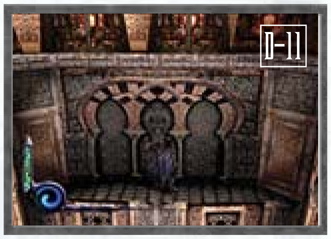


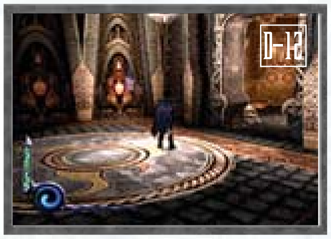
❽ Armed with the power of fire, reenter the room with the Corpse Host on the left.

❾ Walk to the back of the room and activate the two sconces. One is hidden behind some rubble to the left. This will unlock two components of the Warp Gate.

❿ Reenter the main chamber again, and enter the first open doorway counter clockwise.

⓫ Jump and climb up on to the ledge in the back of the room, then jump up to the upper level.





12 Follow the hallway counter clockwise and make your way to the doorway to the upper level walkway. Before passing through, pick up **Arcane Tome #4** on the left side.

13 Move counter clockwise along the path, and enter the first open doorway.

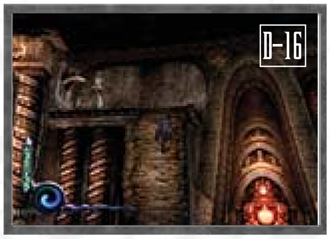
14 Kill all the Shades in the room, then walk forward to the statue and TK blast the switch at the top.

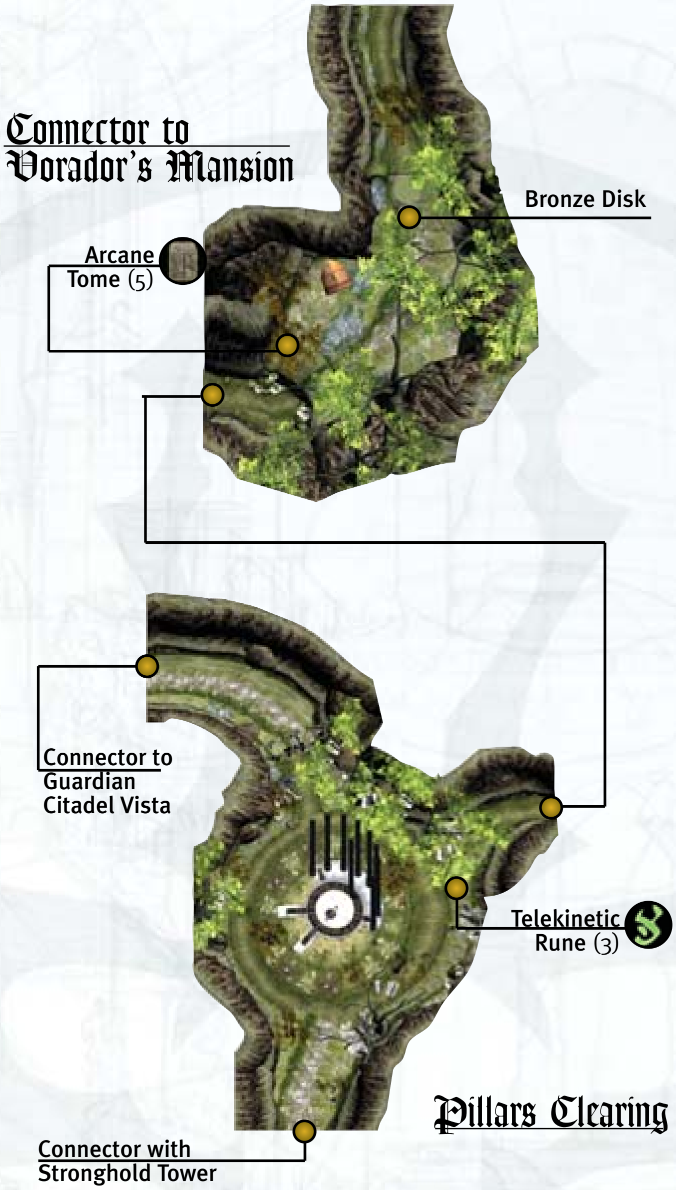
15 After hitting the switch, your goal is to light the two sconces on each side of the statue. If you don't light them fast enough, they will recede and you'll have to repeat the process.

16 Jump on to the Wall Crawl surface to the right and climb up to active the first sconce.

17 Jump down and leap up to the pillar to the left. Then simply leap across the ledge and light the other scone.

18 Drop back down and exit to the upper walkway, then head counter clockwise to the next doorway to find the path the Warp Gate.





Pillars

E FIRE FORGE PORTAL ROOM

1 Make sure to equip the Light Reaver to unlock the door, and head back along the ledge to the large stone door.

F CONNECTOR WITH STRONGHOLD TOWER

1 On each side of the large stone door there is a sconce. Equip the Fire Reaver, and light them both.

2 Just like Kain before you, rotate the large center column twice to exit to the adjacent area.

G PILLARS CLEARING

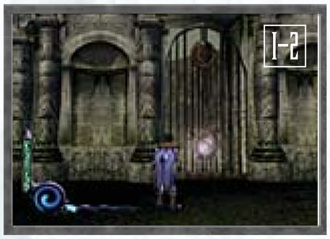
1 Kill all the Vampire Hunters, including a Juggernaut, and head toward the Pillars.
After the cinematic ends, head toward the right pathway and look near a red flag at the entrance to find **TK Rune #3**.

H CONNECTOR TO VORADOR'S MANSION

1 Approach the end of the path and jump up to the ledge. Collect **Arcane Tome #5** and prepare for two waves of Vampire Hunters as you try to take the **Bronze Disc**.

2 Kill all the Vampire Hunters and collect the artifact, then proceed back to the Pillars Clearing.

I PILLARS CLEARING



❶ Travel counter clockwise toward the gate in the back of the Pillars.

❷ Defeat the Vampire Hunters in forced combat, and use the **Bronze Disc** to open the gate.

J CONNECTOR TO GUARDIAN CITADEL VISTA

❶ Jump on to the first short column, then on to the slightly larger one.

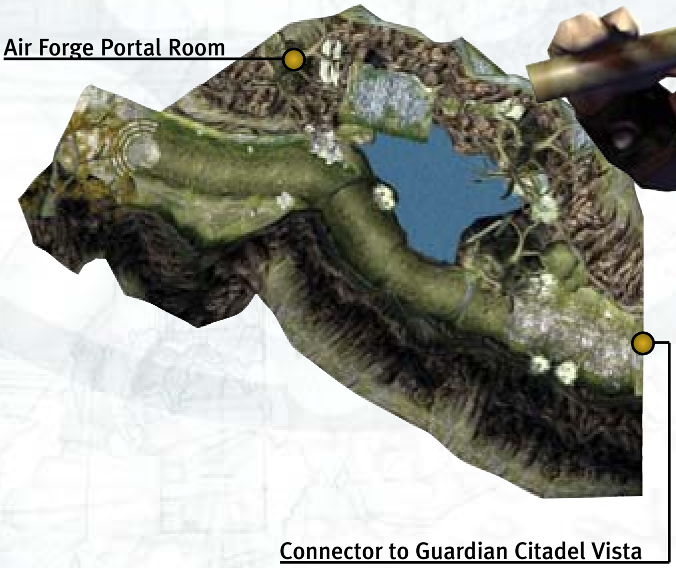
❷ Shift to the Spectral Realm, which lifts the column Raziel is on by a few feet.

❸ Jump to the upper level and use the Corpse Host to shift back.

❹ Take the pathway to the left and proceed to the Guardian Citadel Vista.

Connector to Guardian Citadel Vista

Guardian Citadel Vista



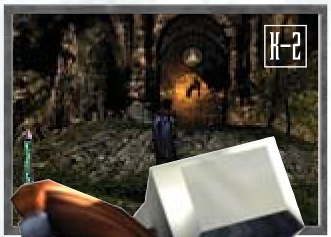
K GUARDIAN CITADEL VISTA POINT / AIR FORGE ENTRANCE

Objective: Acquire the Air Reaver

❶ Just after passing the checkpoint, turn to the right and jump on to the large moss-covered rock. It is very easy to miss this turn off, but just remember that you do not want to drop off that first ledge.

❷ From the stone, jump and glide across to the Fire Reaver Door and defeat the Shades that materialize.

❸ Use the **Fire Reaver** to unlock the door and proceed into the Air Forge Portal Room.



L AIR FORGE PORTAL ROOM

1. Enter the room and drop down to the lower level.

2. Approach the large boulder on the left and move it to the right, covering the first air vent.

3. TK blast the switch that was behind the large rock to lock the boulder into place.

4. Move the other boulder on the left side of the Warp Gate to cover the second air vent.

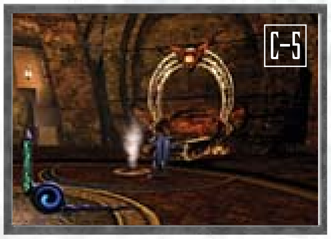
5. Right in front of the Warp gate is an Air Plinth that you can use to fly up to the second level.

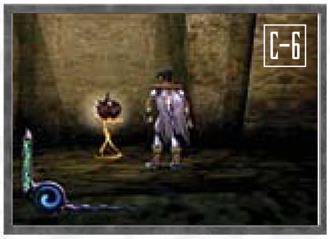
6. Glide to the ledge and gather the **Howling Heartstone**, then drop back down and place it into the pedestal in the center of the room.

7. You now need to release the air from the vents. TK the switch to release the lock on the first vent

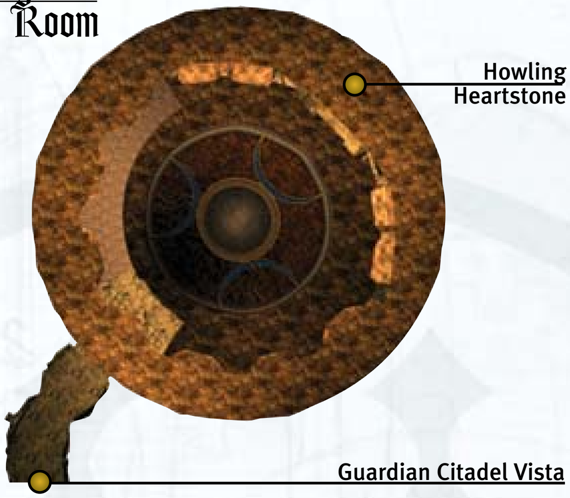
8. Move the right boulder to the right to open the second air vent.

9. With both vents open, the Warp Gate will be activated.

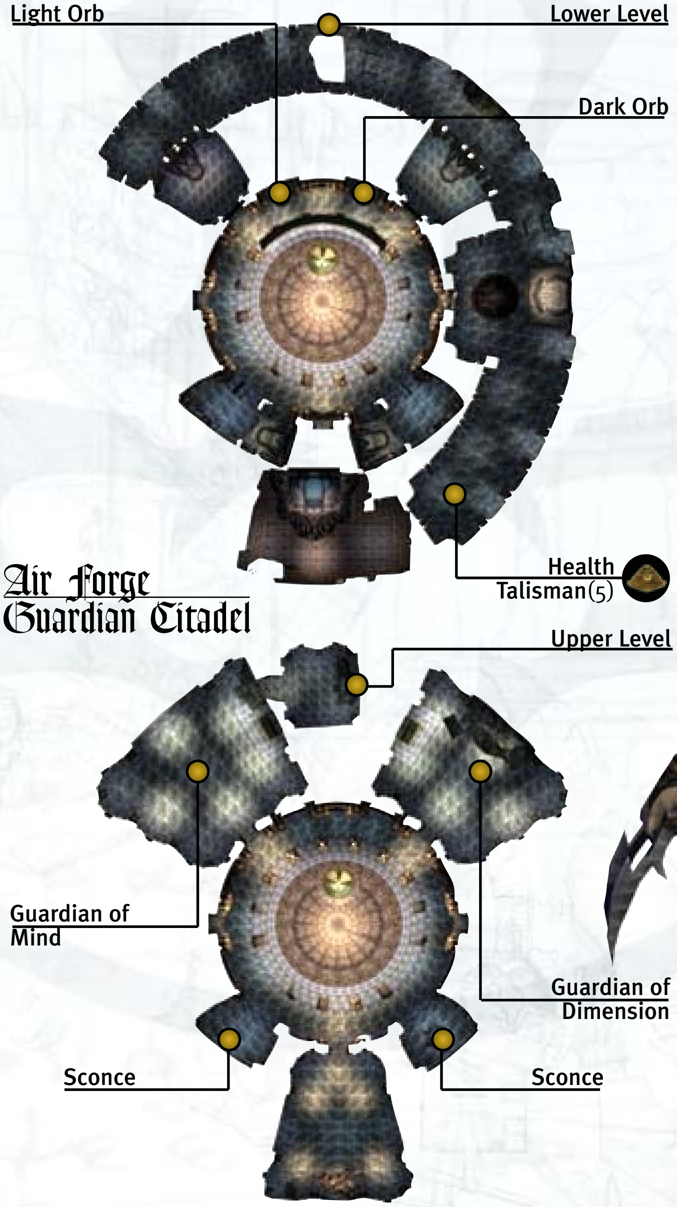




Air Forge Portal Room

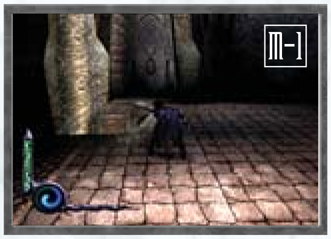


Air Forge Guardian Citadel



Air Forge

M AIR FORGE GUARDIAN CITADEL



1. From where you arrive drop through the hole by the Wall Crawl surface.

2. Kill all of the Revenants to drop the green combat barrier and enter the main room.

3. Kill the Tentacles in the center of the room and shift to the Spectral Realm. Then, phase through the gated door.

Boss — Guardian of Mind

Description: Once reigning over the limitless power of thought, consciousness and emotion, the original Vampire Guardian of Mind now rests as but a mere specter within the Vampire Citadel

Abilities/Attacks: *Mental Simulacrum* – This ability is his main offense and defense. Casting this spell will cause him to vanish and reappear with multiple illusions of himself about the room. Each illusion will have only one hit point and dissipate with a single attack. If Raziel strikes the "real" Guardian, then they all display the same hit reaction and dissipate instantly.

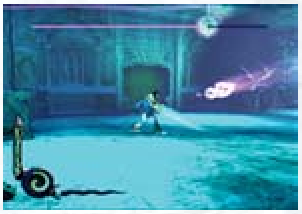
Strategy: Just like its predecessor it will be shrouded in a magical barrier when it cast its spell. The projectiles aren't a problem unless you let too many illusions bombard you from all directions. As soon as the Guardian teleports take out the mirror image.The goal is simply to reduce the number of copies as fast as possible to reduce the number of sources of damage. Quickly dodge and zone in on each version to eliminate them one by one. Only the "real" Guardian will take damage so remove the copies as fast as possible and combo the original when you get a chance

Boss — Guardian of Dimension

Description: This specter, the original Vampire Guardian of Dimension, long ago served the Pillars by controlling and defining the very boundaries, consistency and form of space itself.

Abilities/Attacks: *Spatial Rift* – This ability is a basic teleport that severs as an offensive and defensive maneuver. It can be used defensively to get out of the range of your Reaver or to move in close and attack. *Blast of Distortion* – This is a very quick-guided energy missile.

Strategy: Watch carefully when the Guardian disappears from sight. It will either attempt to teleport close to unleash a blast of magical energy [C6-B8] or teleport away from you to safety where it will then unleash several extremely quick bolts of energy. [C6-B9] The key here will be reaching the Guardian between teleports to inflict damage as well quickly dodging in the correct direction to avoid the quick blast or get out of the range of its blast.



❹ After defeating the Guardian move through the open section of wall to the left of the Tomb.

❺ Climb up the wall to the upper level, then pass through the open doorway and drop down the hole on the left side of the hallway.

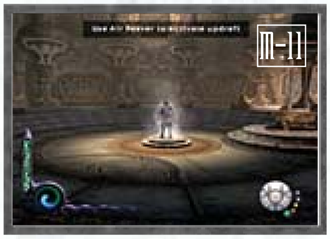
❻ Once you defeat the next Guardian, climb back up to the upper level and continue clockwise phasing through a gate.

❼ Use the Corpse Host to shift back to the Material Realm and continue down the hallway to find **Health Talisman fragment #5.**

❽ Shift to the Spectral Realm and retrace your steps back to the main room. Pass up through the small hole in the floor and drop into the large one after it. Continue to the next room where you defeated the Guardian of Mind. Phase through the gate and enter the main chamber.

❾ Continue counter clockwise to a room with a Corpse Host and use it.

❿ Exit back out to the main chamber and active the Soul Conduit and obtain the **Air Reaver.**



⓫ Using the Air Reaver, activate the Air Plinth in the center of the main room and float forward to the upper level with two statues

⓬ Rotate both statues so that the Light symbol is in front. Activate the TK switch to open the Light door.

⓭ Enter the room, and use the Dark Reaver on the **Light Orb**.

⓮ Now, rotate both statues so that the Dark symbol is in front, and activate the TK switch to open the Dark door.

⓯ Enter the room to the right and activate the **Dark Orb** with the Light Reaver. Drop to the lower level and move counter clockwise to the Air Plinth located in the recessed wall.

⓰ Activate the Air Plinth and glide to the left. Equip the Fire Reaver and light the sconce. Then, drop back down to the main chamber

⓱ Keep moving counter clockwise, past the open doorway, to the recessed section with the broken Earth Plinth.

⓲ Climb the wall, glide to the right and activate the sconce with the Fire Reaver to reactivate the Warp Gate.

⓳ Drop to the lower level and move clockwise to proceed through the open doorway. Then, climb the wall and exit through the warp Gate.

PILLARS

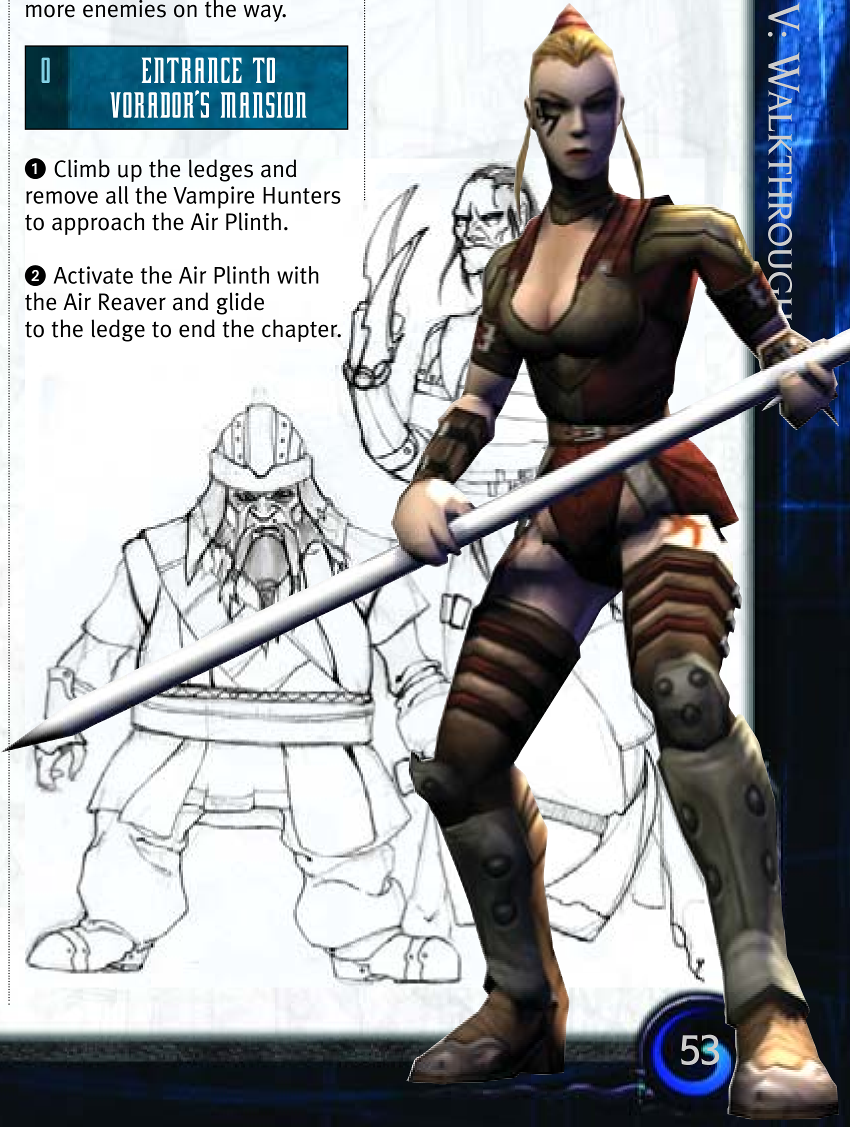
N AIR FORGE PORTAL ROOM

❶ Use the Fire Reaver to unlock the door and proceed to the entrance of Vorador's Mansion. You'll have to take out several Vampire Hunters to remove the red combat barrier and a dozen more enemies on the way.

O ENTRANCE TO VORADOR'S MANSION

❶ Climb up the ledges and remove all the Vampire Hunters to approach the Air Plinth.

❷ Activate the Air Plinth with the Air Reaver and glide to the ledge to end the chapter.



Chapter 7

Explore the Citadel

Area: Vampire Citadel	Start: Council Chamber	End: Main Courtyard

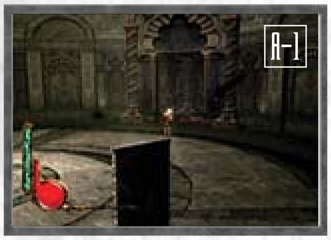
Item Statistics

- **Health Talismans** (x2)
- **Telekinetic Runes** (x1)
- **Arcane Tomes** (x2)
- **Reavers Enhancements** (Lightning Emblem)

A Council Chamber

Objective: Traverse to the Dimensional Portal of Light

❶ Defeat the Shades and exit through the doorway.



B Connector to Main Courtyard

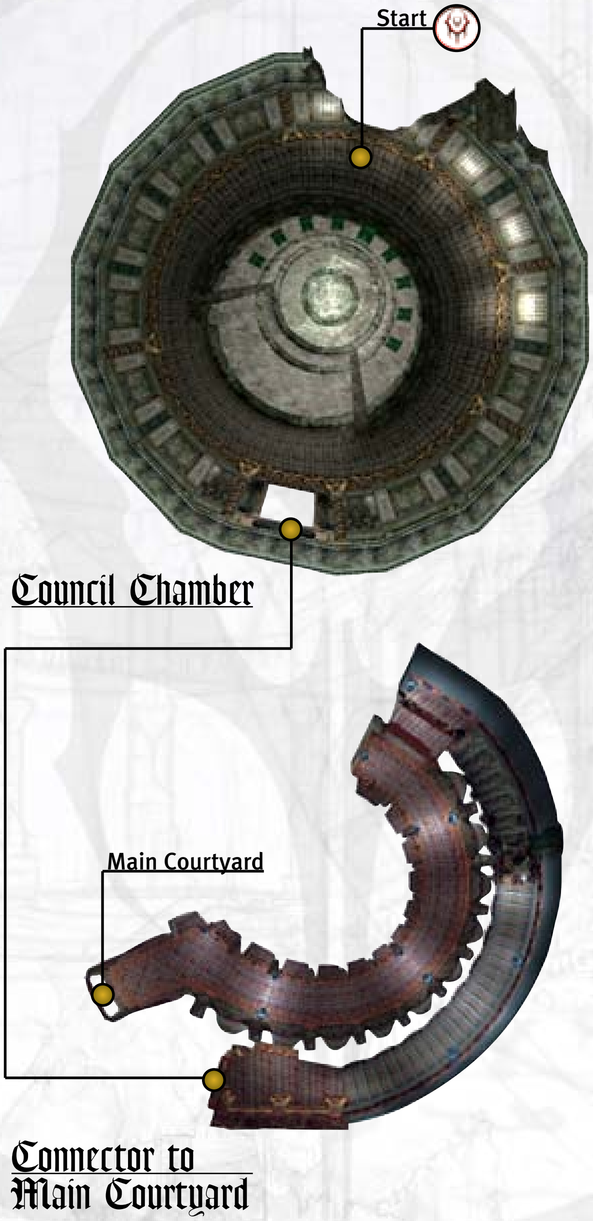
❶ Head down the stair and dispatch several more Shades and some Tentacles until you reach a gate. Mist through it.

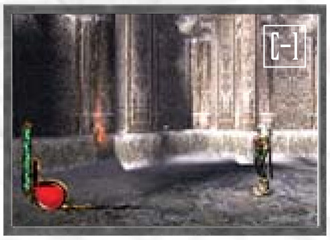
C Main Courtyard

❶ Follow the hallways to the right until the reach the two murals. In the back of the area lies **Arcane Tome #6**.

❷ Continue down this path, and you will fight several forced battles with Feral Humans. At the end of the path, you'll find the **Wheel of Life**.

❸ Kill all of the Feral Humans to lower the combat door and





begin backtracking to where you entered from the Council Chamber.

❹ You will have to fight two more sets of forced battles with the Feral Humans. Destroy them each time to unlock the combat barriers and proceed.

❺ Approach the gated door to the left and use the Wheel of Life to unlock it.

D Main Courtyard to Light Forge Connector

❶ Follow the pathway down, killing the Shades and Feral Humans.

❷ After you drop down the stairs, hang a left into the dark area to find **Health Talisman fragment #8**.

❸ Head back to the right and jump up the ledge. Use the Super Jump launch point to reach the Dimensional Portal and proceed through it.

E LIGHT FORGE

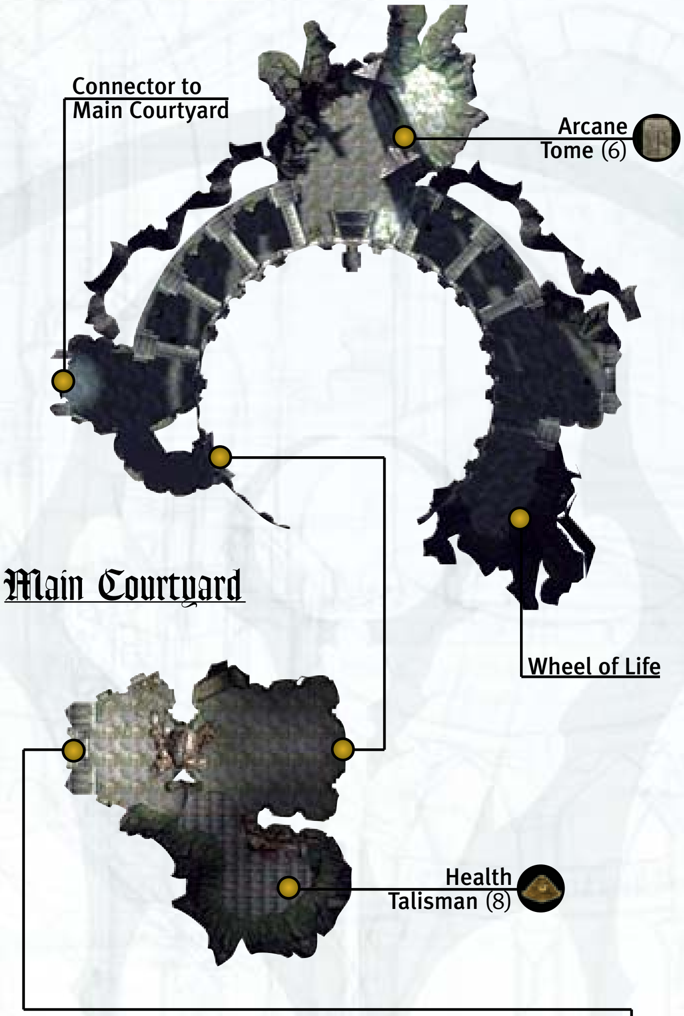
Objective: Traverse to the Dimensional Portal of Fire

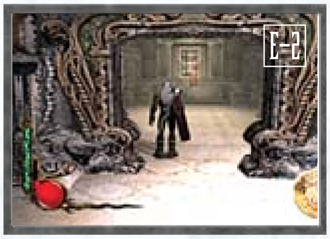
❶ Move through the open doorway into the main area and defeat the Vampire Golem. Remember it is slow, and all you need to do is stay out of its immediate range while enticing it to swing.

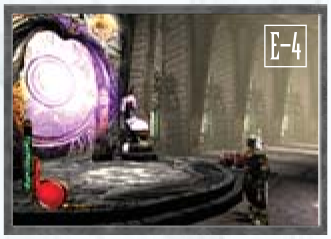
❷ From where you first entered, travel counter clock-wise and enter the room to pick up **Arcane Tome #7**.

❸ Exit back out to the main lower chamber and move clock-wise to the second door way. Climb up the Wall Crawl sur-face, jump down and take the hallway to the right to the upper floor of the main area.

❹ Follow the path clockwise. At the end and Mist through the gate. Afterward, use the Dimensional Portal.







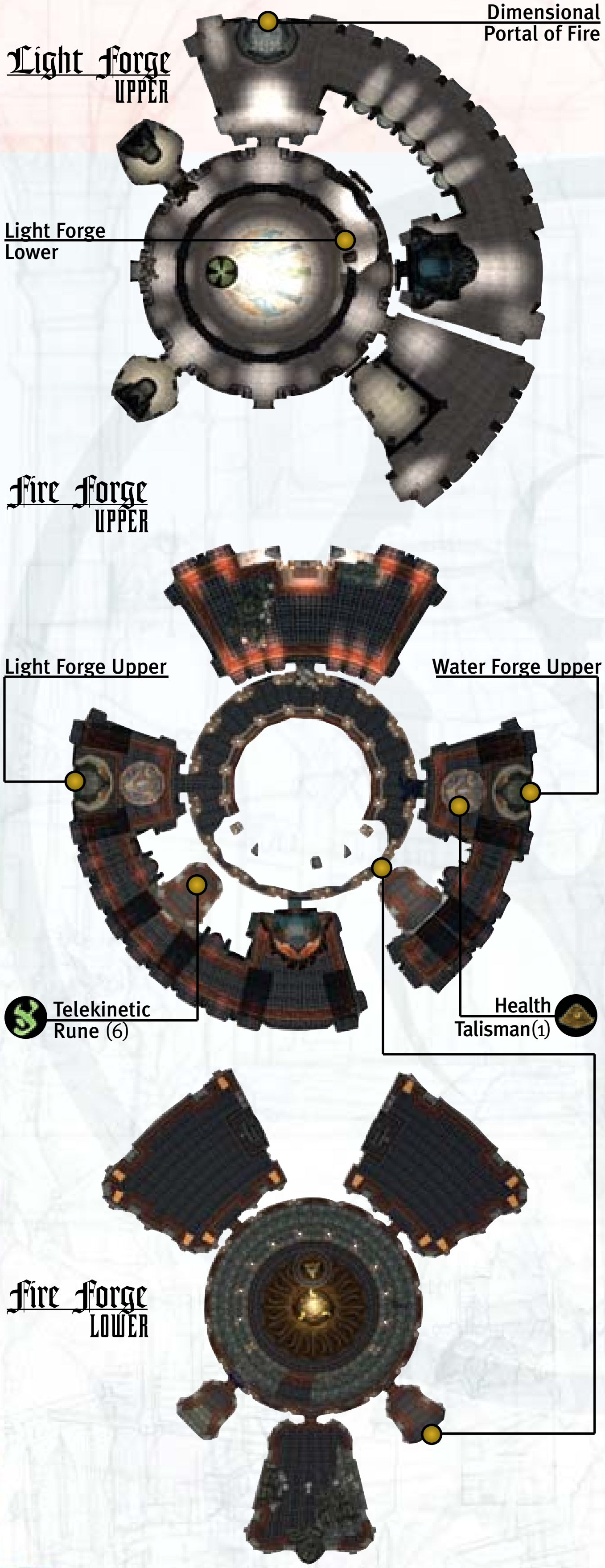
F FIRE FORGE

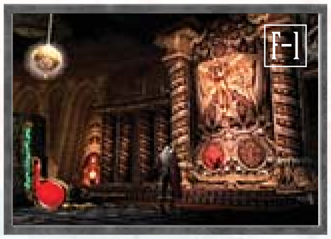
Objective: Traverse to the Dimensional Portal of Water

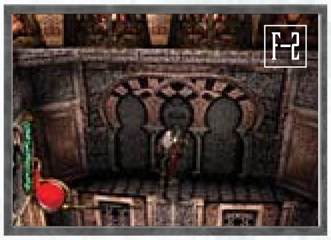
❶ Head out through the open doorway and run clockwise to the first room to find **TK Rune #6**.

❷ From the Mist gate doorway in the main room, enter the first open doorway going clockwise and jump up the ledges to the upper level.

❸ Follow the hallway clockwise and exit through the Dimensional Portal.







G WATER FORGE

Objective: Acquire the Lightning Reaver

❶ Pass through the Mist gate, and travel counter clockwise to the end of the upper walkway. Enter the door and take the exit to the left of the broken Warp Gate. At the very end of the hallway you'll find **Health Talisman fragment #9**.

❷ Travel back to the main chamber and drop down to the lower level. Move to the first breakable wall (the one on the left), and destroy the rubble to enter the room. Then, collect the **Rusted Scales**.

❸ Move to the second breakable wall, break it and enter the room to collect the **Carved Stone Skull**.

❹ Exit the room and to the right you will find the two locks that correspond to the artifacts you just acquired. Place them in their respective locks to open the door.

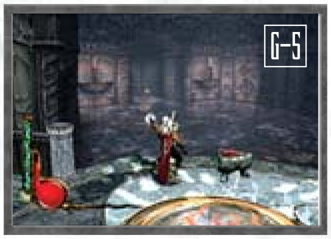
❺ Enter the room and walk to the edge of the floor. Target the two sconces on the opposite side of the room with your TK ability to light them. This will safely drain the water.

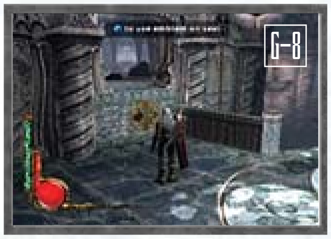
❻ Jump down and TK blast the switch to extend the platform. Jump up on it and take the **Lightning Emblem**.

G WATER FORGE

Objective: Traverse to the Dimensional Portal of Fire

❼ Defeat the Shades, including the larger version, and climb up to the exit.





❽ Activate the Emblem Lock in front of the door to open it, and exit to the main room.

❾ Move to the door with the TK switch taking out the Tentacles and Feral Humans. Then, active the switch with a TK blast.

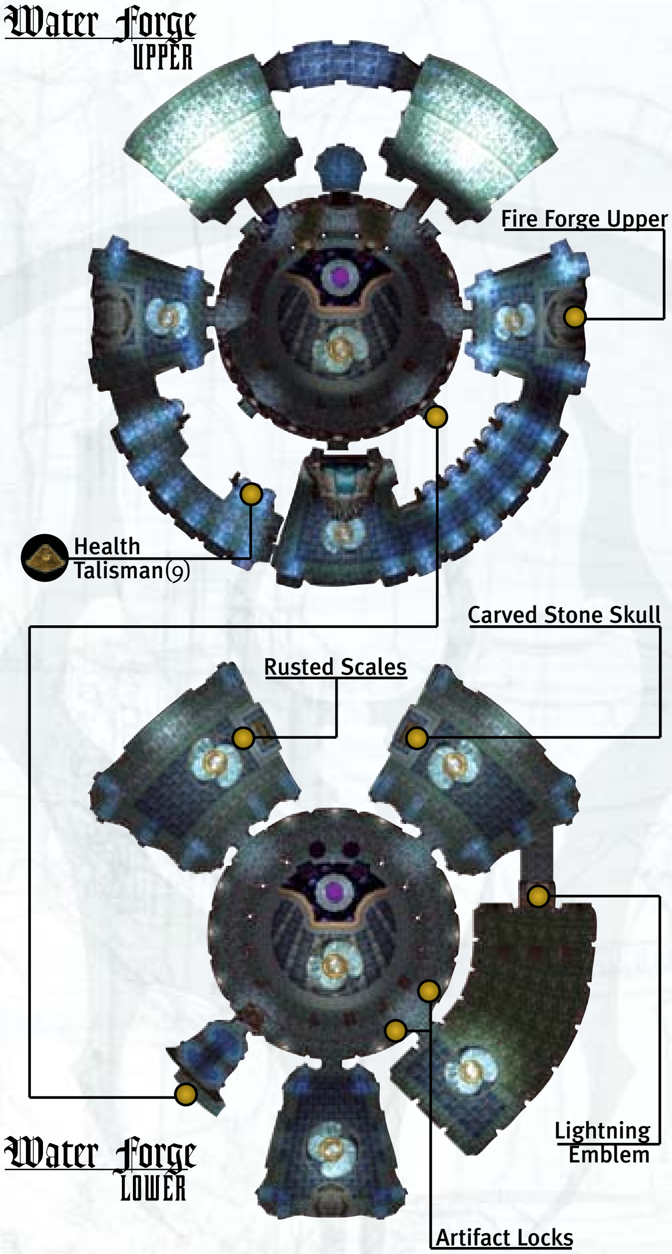
❿ Enter the room and climb up to access the upper level.

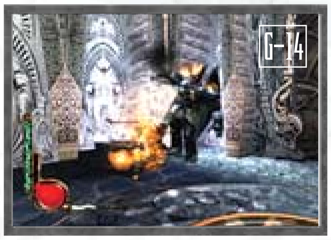
⓫ Drop into the hallway and follow it clockwise to the broken Warp Gate room.

⓬ The doors seal and you will have to defeat a Vampire Golem.

⓭ Proceed out the doorway, and follow the path clockwise to the door with the Emblem lock on it.

⓮ Mist through the gate to enter the room, and you'll be surprised by a Guardian Construct. These things are tough. Not only will you have to constantly dodge its fireballs, but it also has a fiery shield that will damage you if you try to get too close. These battles are won with patience and a lot of dodging. Wait until it drops its flaming barrier and then combo it. After its defeat, use the Dimensional Portal to go back to the Fire Forge.





H FIRE FORGE (RETURN)

Objective: Traverse to the Dimensional Portal of Light

❶ As soon as you appear, two Vampire Statues will come to life. You can try to separate them, but it is easier to line these lumbering statues in front of each other and entice them to swing at the same time to hit each other.

❷ Follow the hallway clockwise and jump down the alcove to the lower level.

❸ Move through the second open doorway and climb the wall to the upper level.

❹ Follow the hallway clockwise, and you'll encounter two Guardian Constructs! This can be a long and tedious fight. Focus on one at a time and continue to move an strafe around the room while you wait for their shield to drop. Even without their shields they can still cut you with their massive swords so circle around in back of them. After they are defeated, exit the Fire Forge through the Dimensional Portal.

I LIGHT FORGE (RETURN)

Objective: Return to the Main Courtyard

❶ Mist through the gate to the main room, and drop down to the lower level.

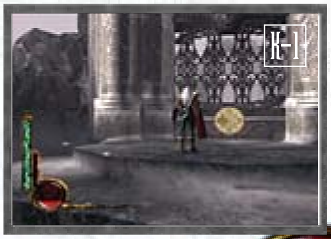
❷ Proceed through the middle open doorway and exit through the Dimensional Portal.

J MAIN COURTYARD TO LIGHT FORGE CONNECTOR (RETURN)

❶ Super Jump back across the chasm and backtrack through the unit, killing Feral Humans along the way to the Main Courtyard.

K MAIN COURTYARD (RETURN)

❶ Take the pathway to the right until you find the large gate with an Emblem lock. Active the door and the chapter is over.



Chapter 8

Find Vorador

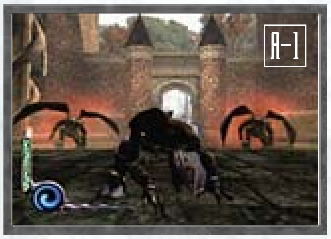
Area: Vorador's Mansion	Start: Courtyard	End: Library

Item Statistics

- **Health Talismans** (x3)
- **Telekinetic Runes** (x2)
- **Arcane Tomes** (x2)
- **Reavers Enhancements** (Water)

A Courtyard

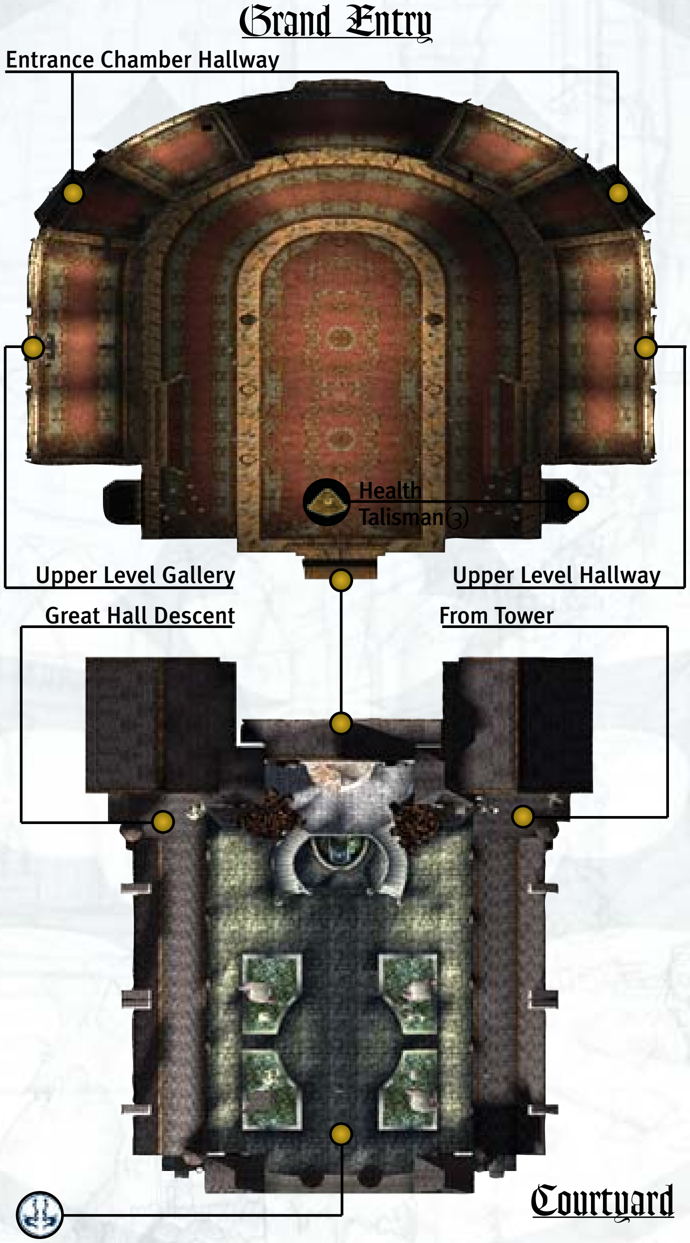
Objective: Acquire the 1st Hydlen Spear Artifact

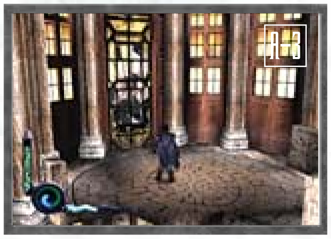


❶ Make your way to the door at the top of the steps, and when you reach them two of the Vampire Golems will come to life and attack you.

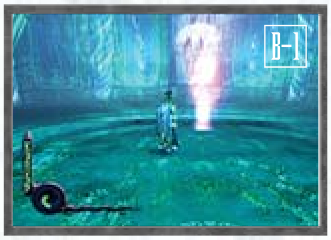
❷ Try to get both statues together and hit them together. After they are vulnerable, hit them with a combo and repeat. When you destroy the first Statue, the glass on the top area will crack. When the second Statue is defeated, the entire balcony falls.

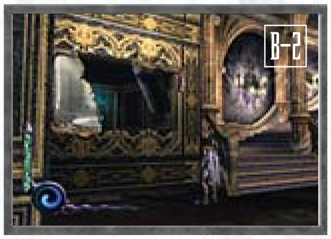
❸ Use the Health Amphora around the area to heal, and then climb up to the second-floor balcony using the rubble. Break the cracked window at the top and shift to the Spectral Realm to phase through the bars.





B Vestibule Hallway and Grand Entry

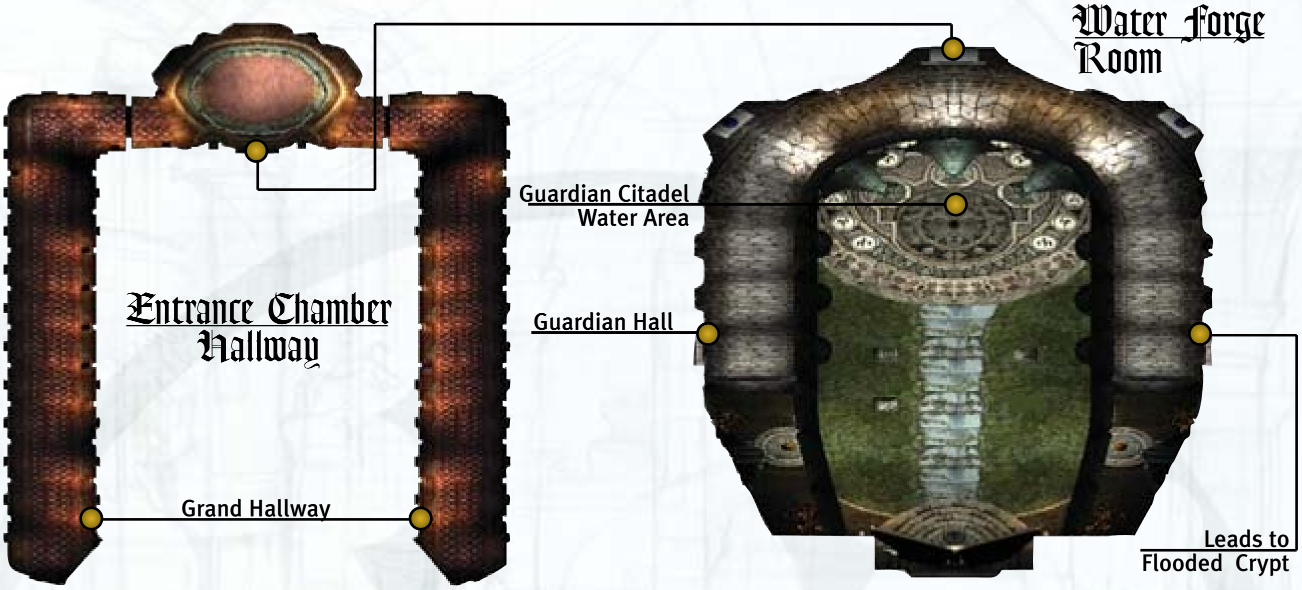


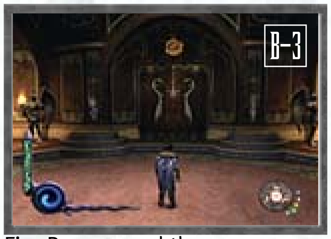


❶ Drop down to the bottom floor and then follow the hallway around to the back entering the Grand Entry. Use the Corpse Host to shift to the Material Realm and defeat the Revenants.

❷ After you defeat the Revenants, move to the entrance of the room and note the mural to the right. Return here after placing the first spear to collect **Health Talisman fragment #6.** Go up the stairs and through one of the doors to enter the Entrance Chamber Hallway.

❸ Proceed down the hallway, killing the Revenants along the way. When you reach the Entrance Chamber, equip the





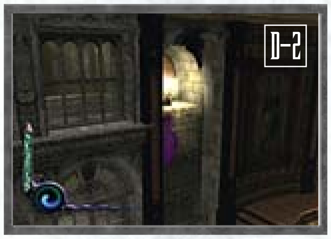
Fire Reaver, and then use your TK powers on the switch above the door. Quickly active both torches before they retract and enter the next room.

C WATER FORGE ROOM

❶ Use the Air Reaver to activate the Air Plinth and float up to the second level. Switch to the Fire Reaver and enter the door with the Fire symbol.

D GARDEN AND GARDEN PATH

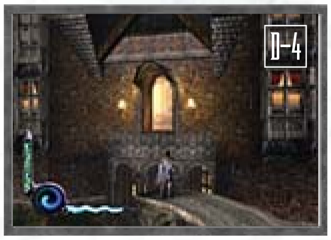
❶ Run down the hall and shift to the Spectral Realm to phase through the bars. Then, walk down the stairs to the Garden area.

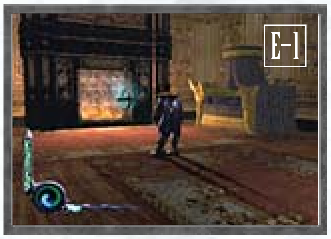


❷ Exit the Greenhouse, moving to the right down the stairs, and follow the path to six braziers. Switch to the Material Realm and grab **Arcane Tome #6** on the side.

❸ Return to the Garden and kill all of the Revenants. Jump on the pillar and then on to the top of the ruined circular structure.

❹ Use your TK ability to shatter the window in the center and glide into the window.



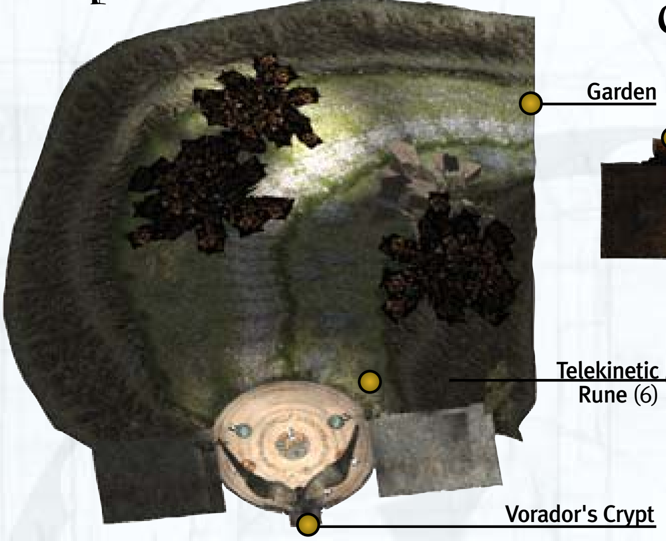


E UPPER-LEVEL GALLERY

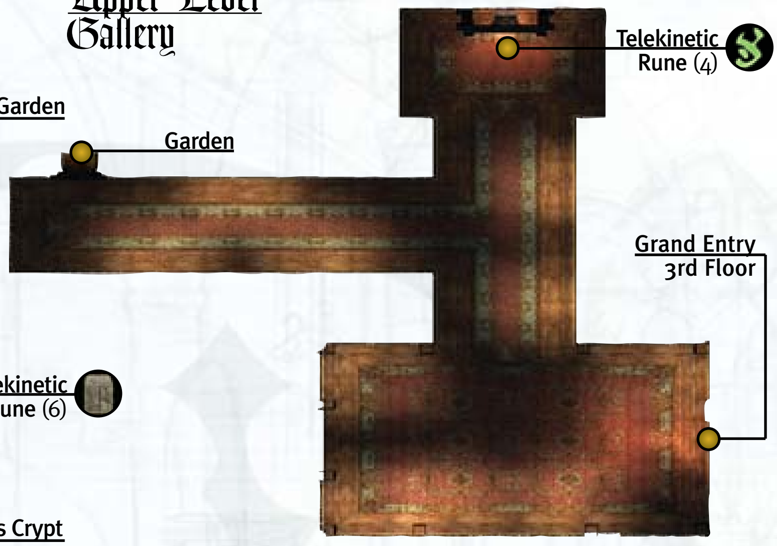
❶ Run down the hallway and kill the Revenants. At the small fireplace to the left you'll find **TK Rune #4**.

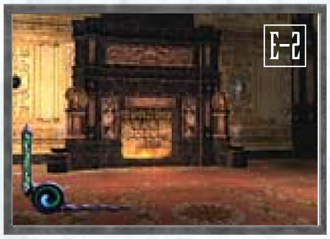
❷ At the larger fireplace to the right, use the Fire Reaver light on the sconces to put out the flames.

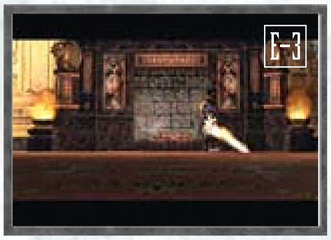
Garden Path



Upper Level Gallery







❸ With the flames doused, break the wall and shift to the Spectral Realm to phase through to the third floor of the Grand Entry.

F GRAND ENTRY & UPPER LEVEL HALLWAY

❶ Jump across the top of the pillars to reach the balcony on the other side.

❷ Use the Corpse Host to the left of the door on the other side, and jump over the gap to enter the door on the third floor of the Grand Entry.

❸ Run down the hall, and after the forced battle, go in to the library.

G LIBRARY

❶ In this room you are going to need to change all of the Dark orbs to Light in order to get the artifact. Also, remember this room because this is the last place you visit before finishing the chapter.

❷ **Orb #1 -** Face the statue holding the artifact and look to your left.

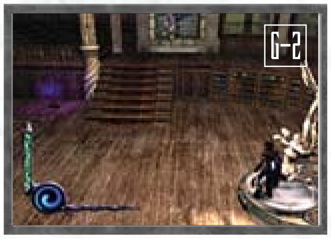
❸ **Orb #2 -** Break the painting below where you entered, and then activate the orb behind it.

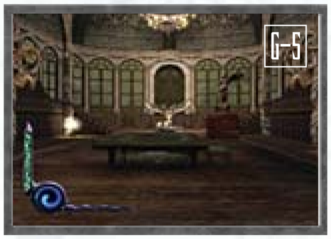
❹ **Orb #3 -** Just to the right of the second orb, pull out the discolored bookshelf all the way, and then jump up to the second level to activate the third orb.

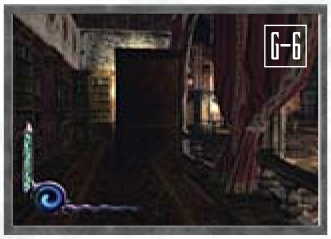
❺ **Orb #4 -** Break the table in the center of the room to reveal a weight-sensitive switch. Grab and pull/push the large statue onto the weight-sensitive switch to put out the fire in the fireplace. Once the fire is out, activate the orb.

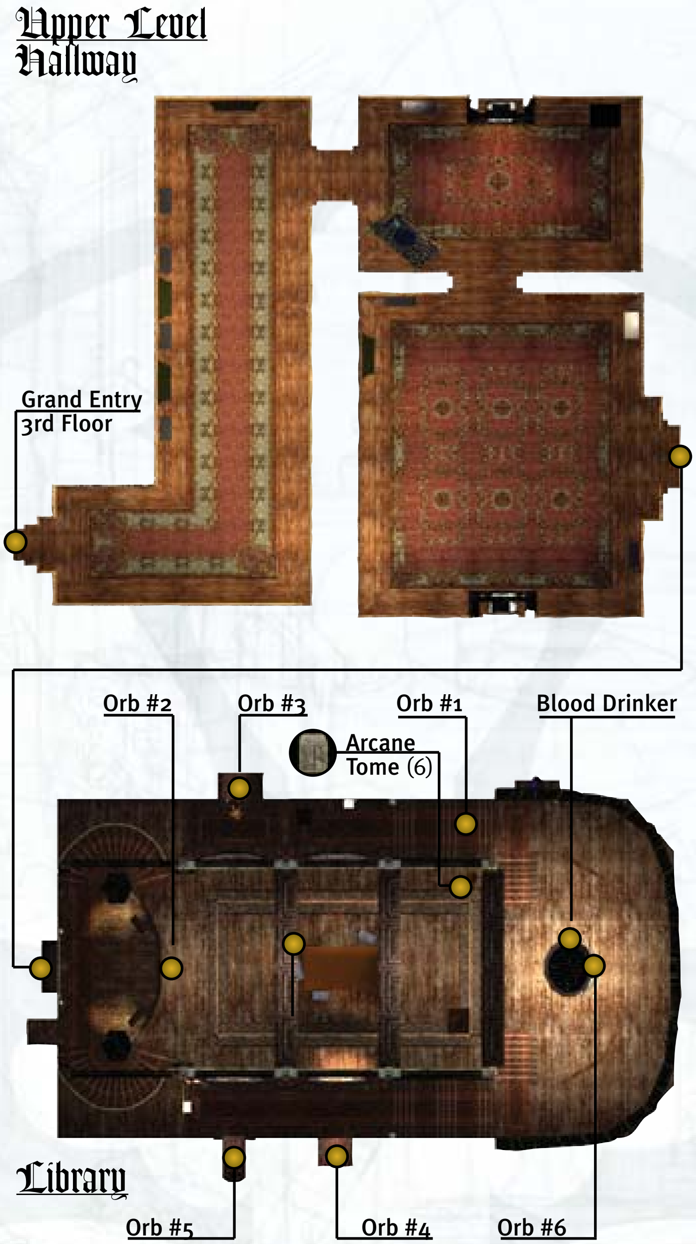
❻ **Orb #5 -** Facing the door, use the stairs on the left, and then pull out the discolored bookshelf on the second level to reveal another orb that needs to be activated.

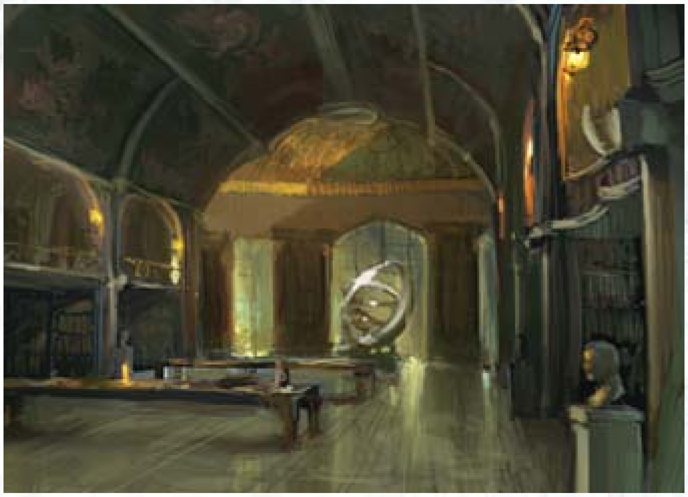
❼ **Orb #6 -** Climb up the wall near the entrance, and then jump back on to the pillar. From the pillar, jump up to the catwalk. Use your TK powers to activate the switch on the other end of the room to flip the







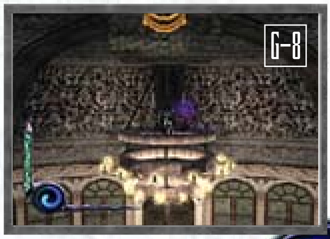


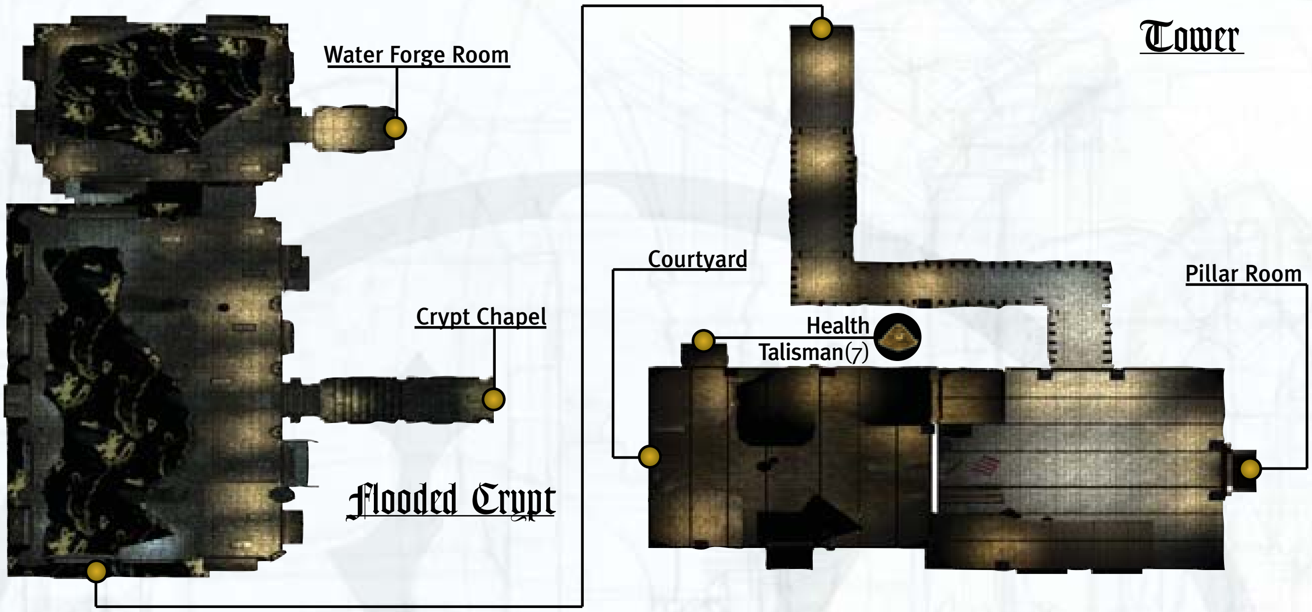


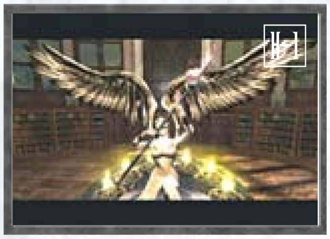
spiked catwalks. Afterward, quickly jump across to reach the chandelier with the final orb on it.

8 When all six orbs are activated, a spear will appear in the statue's hand. Grab the **Blood Drinker** and exit the library.

9 When you reach the Grand Entry, drop down and enter the doors leading back to the Water Forge room. Before you can leave the Grand Entry, however, you will be forced to fight three Vampire Statues.







H THE FLOODED CRYPT

Objective: Acquire the 2nd Hylden Spear Artifact

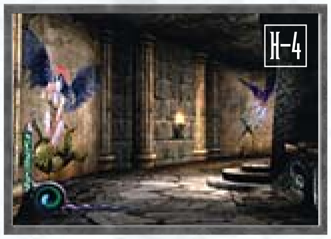
❶ When you reach the Water Forge room again, use the Air Plinth to reach the second level, and then use the **Blood Drinker** on the statue closest to the fire door.

❷ Switch to the Air Reaver and use it to enter the door with the symbol of air on it. Follow the stairs down to the Flooded Crypt and jump in the water. Then, switch to the Spectral realm.

❸ Travel in the lower depths and phase through the bars.

❹ At the end of the pool, climb up the wall and go to the left. You pass a mysterious door,, remember this door, because you will be coming back here later on.

❺ Use the Corpse Host to



return to the Material Realm, and enter through the double doors to the Tower.

I TOWER

❶ Run down the hall and then proceed up the stairs. Remember the mural in this room, because you will be using this later. Wall Crawl up and turn left into the next area of the tower.

❷ Jump on to the ledge in far-left corner where you entered, then jump up to the next higher ledge and over to another ledge on the opposite side. Jump on to the chimney and climb up. From that final platform, jump

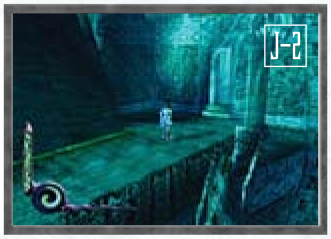
to the window. Note: After you placed the spear artifacts return hear and jumping the first gap to break the wall you are facing (next to the torch) to relieve **Health Talisman fragment #7**.

❸ Break the window, shift to the Spectral Realm and phase through the bars on to the roof of the courtyard.

J COURTYARD AND GREAT HALL DESCENT

❶ Drop down and use the Corpse Host, then return to the pillar closest to where you entered and jump on to it. Once you are on it, shift back to the Spectral Realm, and the pillar will rise significantly. From the top of the pillar, jump and glide across the pillars to the balcony on the other side.

❷ Move to your right and enter through a small door on the other side to decent to the Great Hall. Go down the stairs, and then make your way to the Corpse Host to switch to the Material Realm. Once you switch, you will be in to a forced



battle with Revenants again. When the battle is over, continue down the hall and enter through the door.

K GREAT HALL

❶ Your goal is to turn all the Light orbs to Dark Orbs. Also, you will need to use the Reaver Charge Stone to power up the Dark Reaver and turn invisible to get past the Guardian Gargoyles.

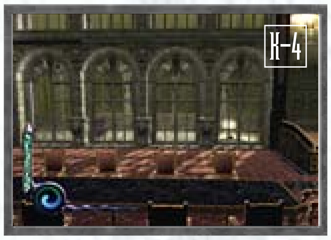
❷ **Orb #1 -** This is the easiest one; it is located behind the statue.

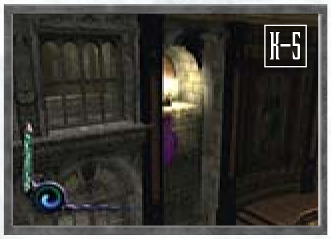
❸ **Orb #2 -** Turn invisible and change the orb behind the fireplace.

❹ **Orb #3 –** Turn invisible to break the glass to the right of the entrance, and activate the orb outside.

❺ **Orb #4 -** Turn invisible and climb the wall to the left of the statue. Activate the orb at the top.

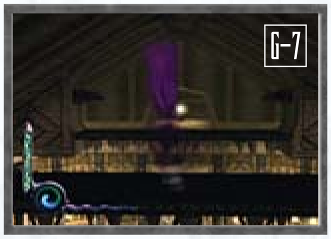
❻ **Orb #5 -** Stand on the top of the balcony above where you came in facing the statue, and jump up to the pillar on the

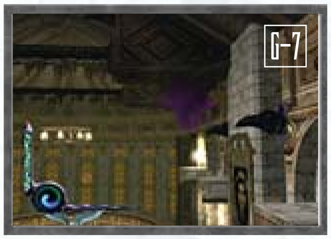




right. There is a pressure-sensitive switch on it that will make platforms come out of the wall on the right. Turn invisible and jump across the platforms to the orb.

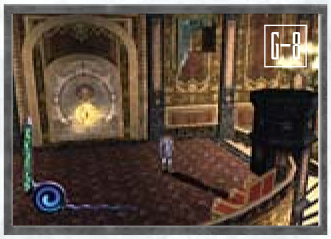
❼ **Orb #6 -** Stand near the statue and use your TK powers to activate the switch. A chandelier will slowly descend. Jump on it and as it rises, turn invisible. Jump across the catwalks

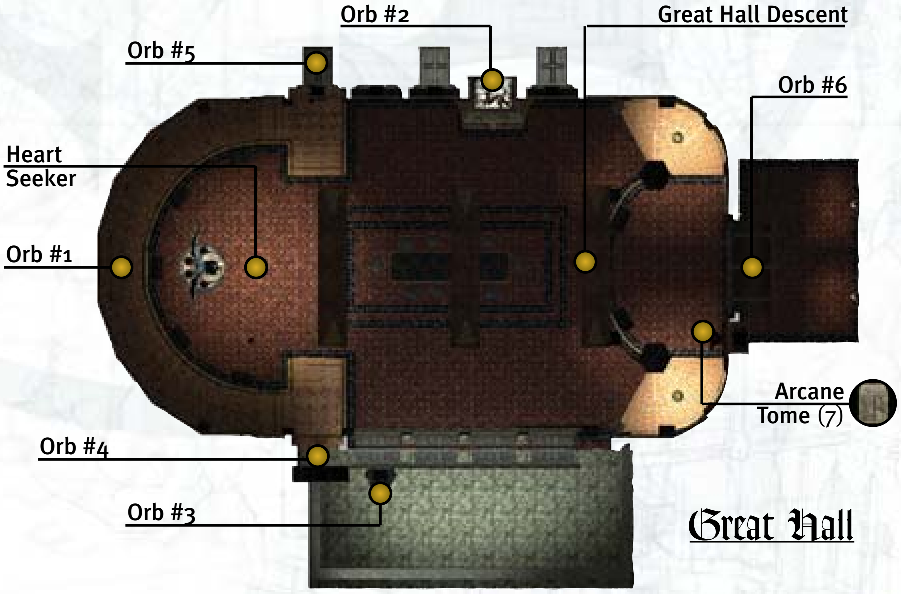


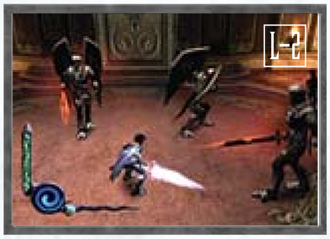


quickly and activate the orb on the other side.

❽ Once all six orbs are activated, walk up to the statue and collect the **Heart Seeker**. After you have the artifact, exit from the same place that you came in. However, note the painting to the right of the door. After you use the **Heart Seeker**, return here to collect **Arcane Tome #7**.







L WATER FORGE ROOM (RETURN)

Objective: Acquire the 1st half of Vorador's Crest

❶ Return back to the courtyard and fall down to the bottom. Enter the mansion like you did at the start of the level, and make your way to the Water Forge room. (be sure to pick up the Health Talisman mentioned earlier

❷ Before you can enter the room, three more Vampire Golem will test you. Use the same techniques as before, and then when they are defeated, enter the Water Forge and insert the **Heart Seeker** into the statue closest to the Air door.

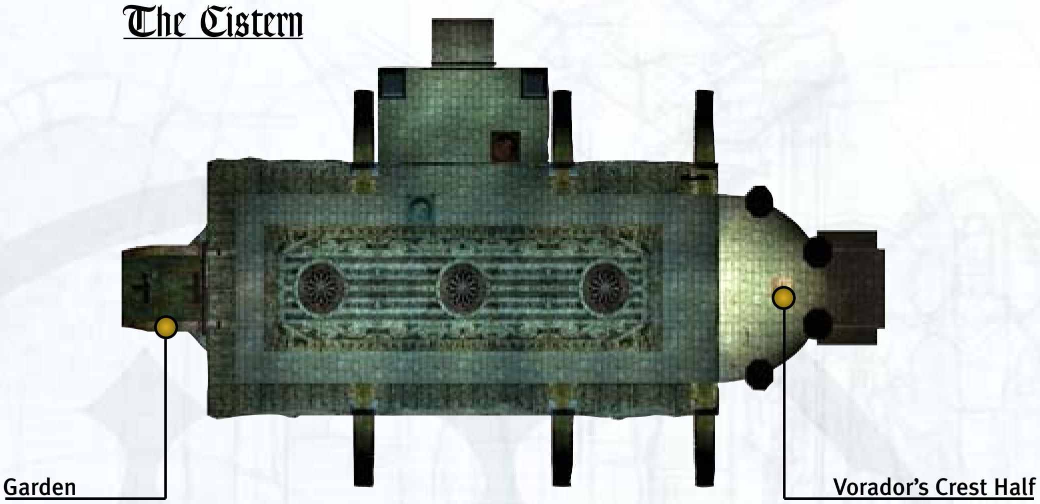
M GARDEN (RETURN)

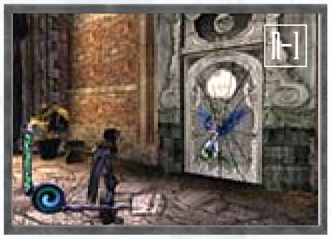
❶ Return through the Fire door and go down the hall. You will notice that the mural wall is cracked. Break the wall and continue to the garden.

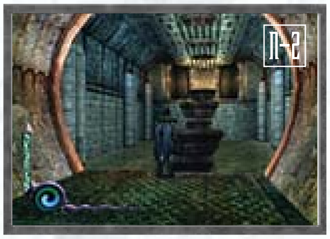
N THE CISTERN

❶ When you reach the garden, you will be attacked by Revenants. Finish them off and break the newly cracked wall to the right of the ruined circle. Drop down into the Cistern and follow the path around until you reach the end of the pipe.

❷ From the edge of the pipe, use your TK power to activate the switch at the opposite end of the room. Then, jump across the three platforms that rise out of the water. You don't have much time, so you might want to jump early to the first one. On the other side is one half of **Vorador's Crest**. Return to the Water Forge room the same way you came in, and exit through the Air door this time.







O THE CRYPT / FLOODED TOWER (RETURN)

Objective: Acquire the 2nd half of Vorador's Crest

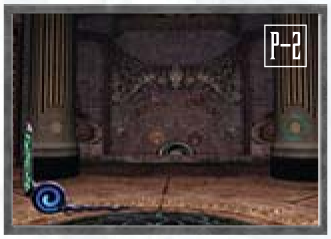
❶ After going through the Air door, at the bottom of the stairway is a cracked wall. Break it for an easy access to the other side.

❷ Continue through the double doors leading to the tower. Instead of going up, this time break through the mural to enter the Pillar Room.

P PILLAR ROOM

❶ Go down the hall, and you will enter a chamber with four pillars. You must rotate the pillars to correspond to the order on the back wall. Turn each one so that the symbols line up with the circles on the ground. From left to right they should be set to Air, Fire, Earth ,Water. (left=Air, upper left=Fire, upper right=Earth, right=Water)

❷ After all the pillars are aligned, jump up on top of the center pillar and ride it upward. Jump over to the ledge and grab the second half of **Vorador's Crest**. Return to the door in the Flooded Crypt

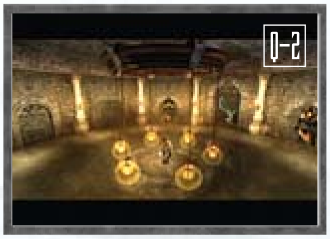


Q CRYPT CHAPEL

Objective: Acquire the 3rd Hydlen Spear Artifact

❶ Use both pieces of Vorador's Crest to unlock the door. Travel down this hall and equip the Fire Reaver. Use the Charge Stone to fill the Reaver gauge. Enter the next room, stand in the center of the sconces and cast your Reaver spell to light all of the lamps at once.

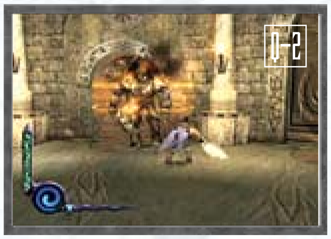
❷ Once they are lit, the final spear will appear. You won't be able to grab it without a fight, though. When you fight these two Guardian Constructs, don't attack them when flames surround them, because you will sustain damage. Take care of one at a time and dodge the

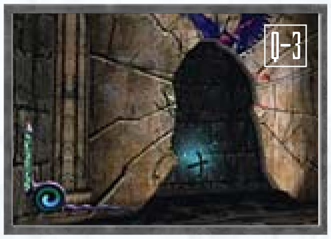


fireballs. After the fight is over, collect your prize — the **Soul Stealer**. Return to the Water Forge room again.

❸ Insert the Soul Stealer in the middle statue, and then break the wall behind it to collect the **Telekinetic Rune #5**.

❹ Jump down into the pool below to warp to the Water Forge.



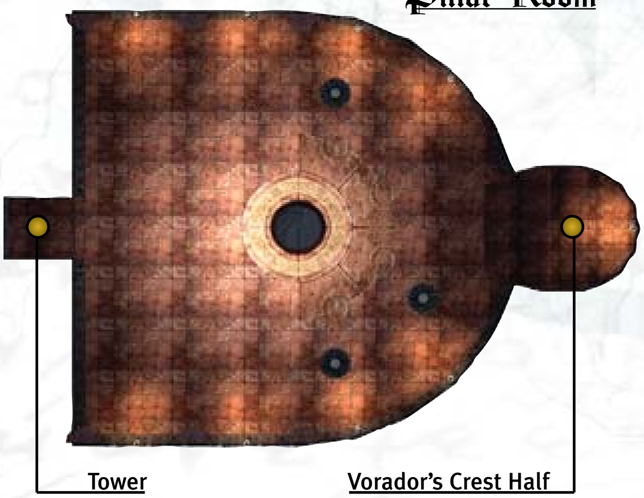


R GUARDIAN CITADEL WATER FORGE

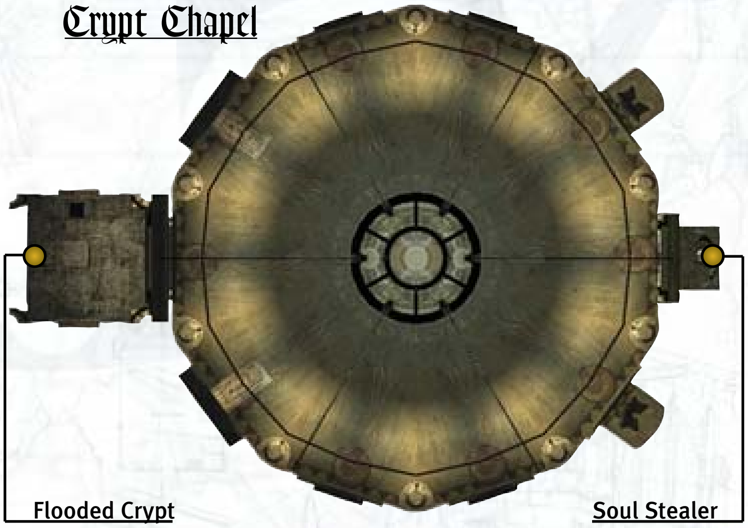
Objective: Acquire the Water Reaver

❶ Move to the end of the hall and shift to the Spectral Realm to phase through the bars. Once you are on the other side, immediately jump down to the center area where you will fight two Guardians at the same time.

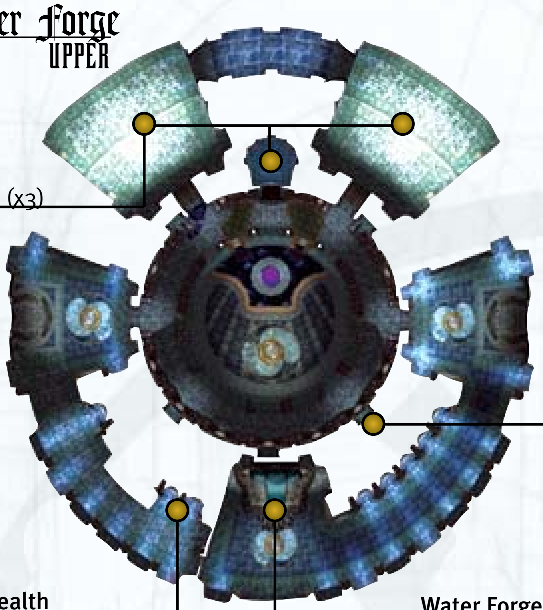
Pillar Room



Crypt Chapel

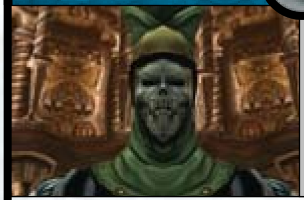


Water Forge UPPER



Water Forge LOWER

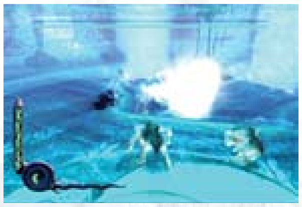
Boss — GUARDIAN OF STATE



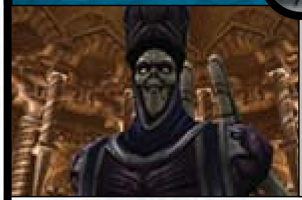
Description: The shapes and forms of all physical matter were once presided over by the original Vampire Guardian of States who now rests within a tomb within the Vampire Citadel.

Abilities/Attacks: Quiescent Transformation – This spell turns the Guardian into mist, making him invulnerable to attack. In this form he has a Dash Attack that if it hits will envelop you and hold you in place. Right before the dash hits, the Guardian will shift back into a solid form for a moment. This gives you the chance to bat the attack away, if you do not have time to dodge it. Vapor Ball – This is just a basic projectile attack similar to all the Guardians.

Strategy: Stay away from his mist form, and once he returns to his Spectral state, attack him. Dodge his charging attack in mist form, or rapidly hit attack if you get caught. As long as you can circle around it, this Guardian shouldn't be too much trouble.



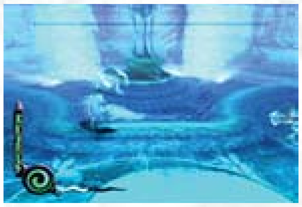
Boss — GUARDIAN OF DEATH



Description: This original vampire Guardian who helped to ensure the balance of life and rebirth long ago served the reverend Principle of Death.

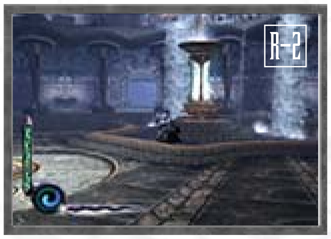
Abilities/Attacks: Spiral Dive – This attack is a honing ramming technique where the Guardian will spiral towards your current location. This attack is performs quite often but it is not very fast and simply requires you to doge or side step. Chill of the Grave – This is just a standard Guardian projectile.

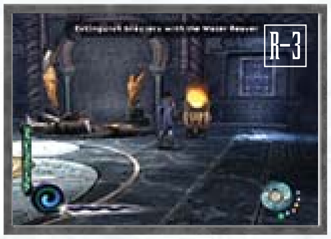
Strategy: Dodge its projectiles, and just wait for it to perform the Spiral Dive. This attack is slow enough for you to easily dodge and then you can counter attack with a combo. The real threat from this enemy is trying to stay focused while avoiding the State Guardian's attacks (especially the grappling mist).



Combined strategy: Take out the Death Guardian first. It's attacks aren't difficult to dodge and the fight will be a lot easier with only one Guardian to focus on. Although the States Guardian is more of a threat, it can be a lot harder to kill. If the States Guardian holds you, tap attack feverishly to escape.

❷ Once the Guardians are defeated, the soul conduit will be completely full. Enter the first open doorway clockwise from the TK switch to switch to the Material Realm. Before you exit to the main chamber, be sure to collect **Health Talisman fragment #8** to the left of the doorway.





❸ Exit back to the main room and active the Soul Conduit to receive the **Water Reaver**.

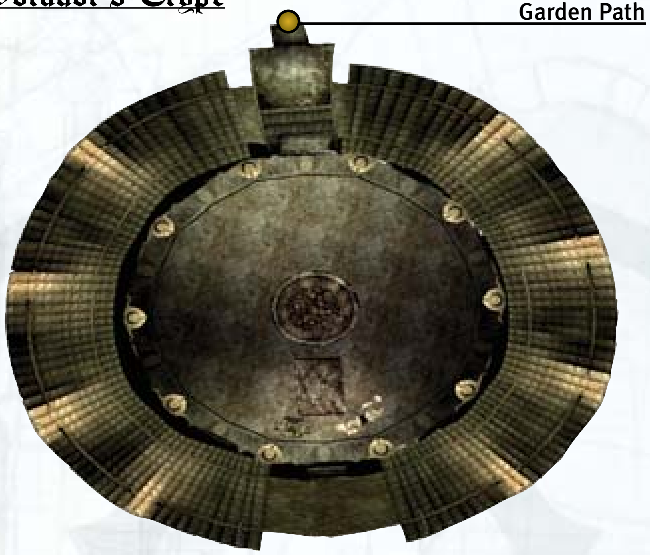
❹ On the bottom floor travel counter clockwise from the TK switch to enter the room with two burning sconces. Extinguish both of them using the Water Reaver.

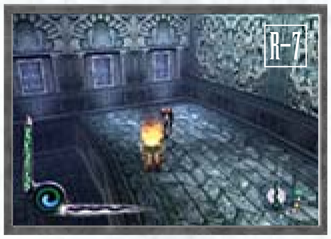
❺ Next, return to where the soul conduit is, and freeze the waterfall using the Water Reaver.

❻ Climb the frozen waterfall and then freeze the next waterfall and climb it to extinguish the flame at the top.

❼ Drop back down and stay on the second level. Enter the first open door on the left and jump up on the ledge and extinguish the flame.

Vorador's Crypt

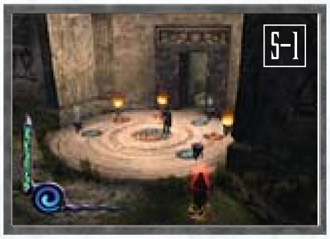




❽ Switch to the Spectral Realm, and when the ledge rises, run down the hall and shift back to the Material Realm. Extinguish the final fire to active the Warp Gate

❾ Shift back to the Spectral Realm so that the ledge will rise to the top floor. Phase back through the bars leading to the portal, and then shift back to material using the Corpse Host.

❿ When you return back to Vorador's Mansion, enter the fire door and go back to the bottom of the Garden Path.



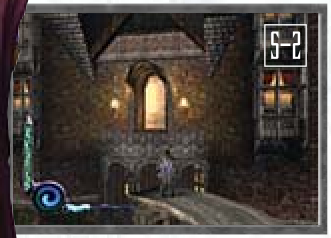
5 VORADOR'S CRYPT/ WAY TO AVERNUS

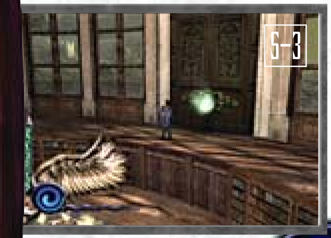
Objective: Meet with Vorador

❶ At the bottom of the Garden Path, switch to the Fire Reaver and use the Charge Stone to fill the Reaver gauge. Stand at the center of the circle, and release the Reaver spell to light all of the torches at once. After all the sconces are lit, switch to the Water Reaver and put out the flames next to the blue symbols. When only the correct flames are lit, the door will open, and you will be face-to-face with Vorador.

❷ Vorador will give you the **Library Seal**. Return to the Garden and jump through the window on the second floor again. Pass through the bars in the Spectral Realm to enter the Grand Entry, and then go through the door on the third floor to get to the library. This is a good time to pick up those artifact that you needed to back track to.

❸ Use the Library Seal at the door behind the statue, and the chapter will be over.





Chapter 9

Open the Spirit Forge Chamber

AREA: VAMPIRE CITADEL	START: MAIN COURTYARD	END: MAIN COURTYARD

Item Statistics

Health Talismans (x2)

Telekinetic Runes (x1)

Arcane Tomes (x2)

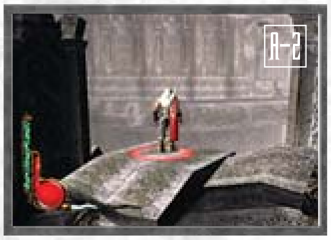
Reavers Enhancements (Time Emblem)

A Main Courtyard to Earth Forge Connector

Objective: Traverse to the Dimensional Portal of Dark

❶ Defeat the Shades, walk down the steps to the right and jump up on the light-colored ledge.

❷ Use the Super Jump launch point to leap across and enter the Dimensional Portal to the Earth Forge.

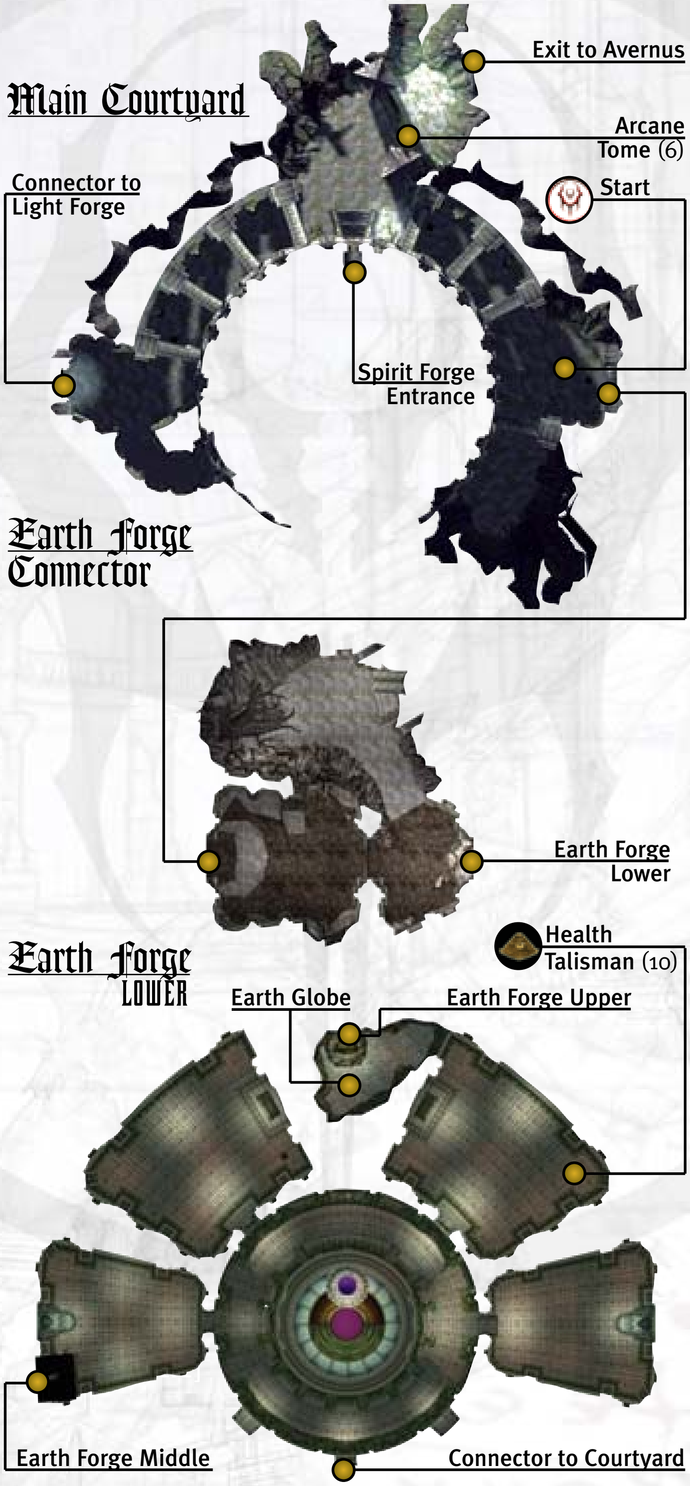


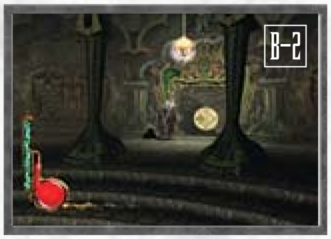
B Earth Forge

❶ Exit through the open doorway into the Main room.

❷ Move clockwise to the first door with the Reaver Lock. Unlock the door and enter the room.

❸ Use a TK blast on the column to the left of the room. This will break the wall and form a pile of rubble that you can climb up.





❹ Jump up to the room above and defeat the Guardian Construct.

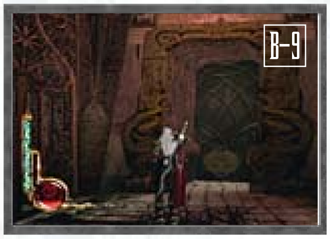
❺ Exit through the doorway and travel halfway through the long corridor. On the left side you'll notice a fenced off area. Jump into the center of it to go down.

❻ Pick up the **Earth Globe** and break the cracked doorway to enter the next room.

❼ In the far corner of the room, you find **Health Talisman fragment #10**.

8 Leave the room to the main chamber, and head counter clockwise past the Guardian Gargoyle door. Then reenter the open doorway.

9 Once again climb up the rubble, and proceed down the hallway, passing the gated area you jumped down before. At the end of the hallway, use the **Earth Globe** to open the doorway, and enter the Dimensional Portal to the Dark Forge.

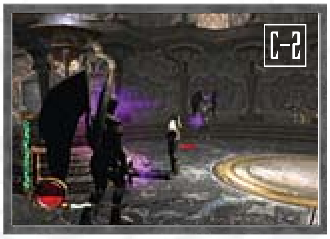


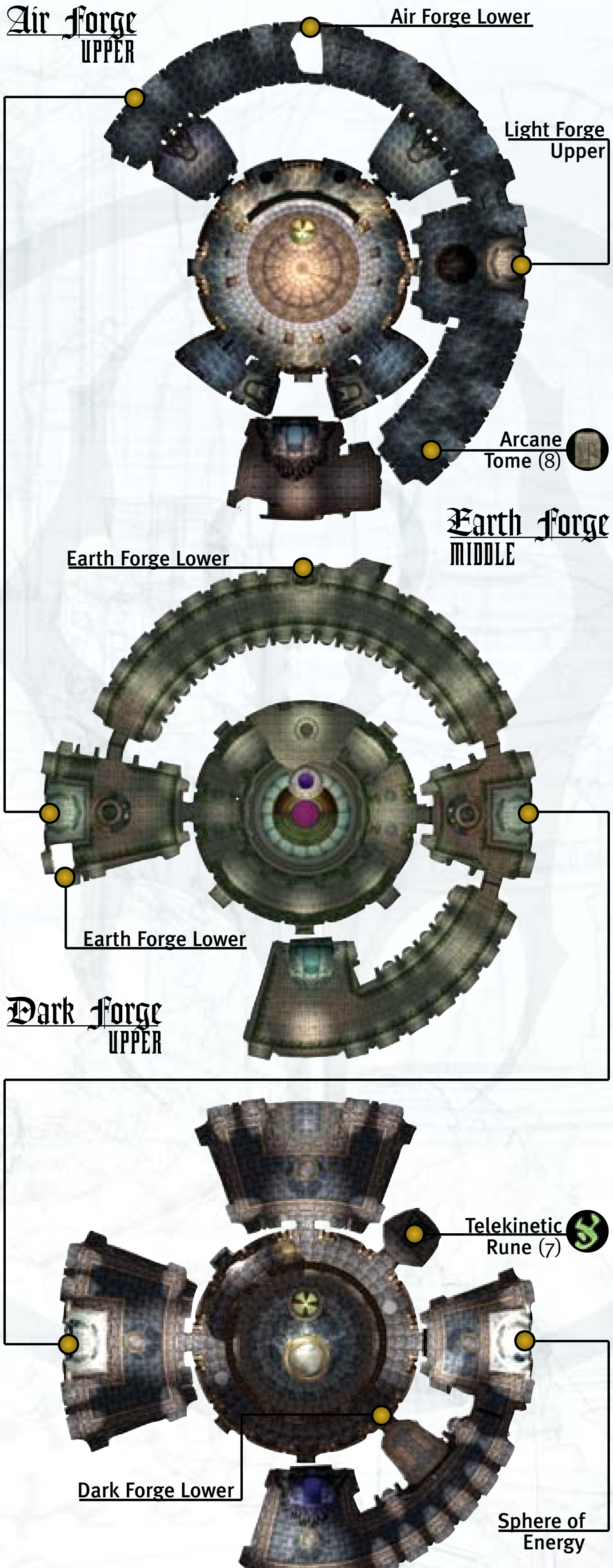
C DARK FORGE

Objective: Traverse to the Dimensional Portal of Earth

1 Pass through the gate in front of you to the main chamber, and drop down to the lower level.

2 Defeat both Vampire Golems to break open the two doors, and release the locks on the rest.





3 Move through the first open doorway going clockwise and Wall Crawl to access the upper level.

4 Travel counter clockwise through the open doorway into the next room. Pick up the **Sphere of Energy** and destroy the two Vampire Golems to open the doors.

5 Mist through the gate into the main chamber and go left to the next room (past the Super Jump launch point) to collect **TK Rune #7**.

6 Exit the room and use the Super Jump launch point to leap across the room. Mist through the gate to the left and enter the Dimensional Portal to return to the Earth Forge.

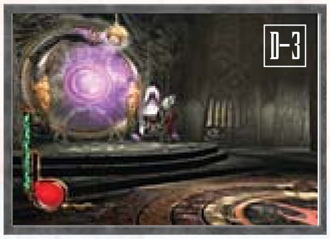
D EARTH FORGE (RETURN WITH ARTIFACT)

Objective: Traverse to the Dimensional Portal of Earth

1 Defeat both Vampire Golems to open the doors, mist through the gate to the main chamber, and drop down to the lower level.

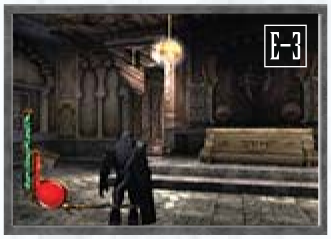
2 Move counter clockwise past all of the Guardian Gargoyle doors, and enter the open doorway with the pile of rubble you used several times before.

3 Climb up to this room and use the **Sphere of Energy** to activate the Dimensional Portal. Then, hop in to the Air Forge.



E AIR FORGE

Objective: Traverse to the Dimensional Portal of Light



❶ Defeat the Vampire Golem upon entering to unlock the doors. Then, move through the open doorway and drop to the lower level.

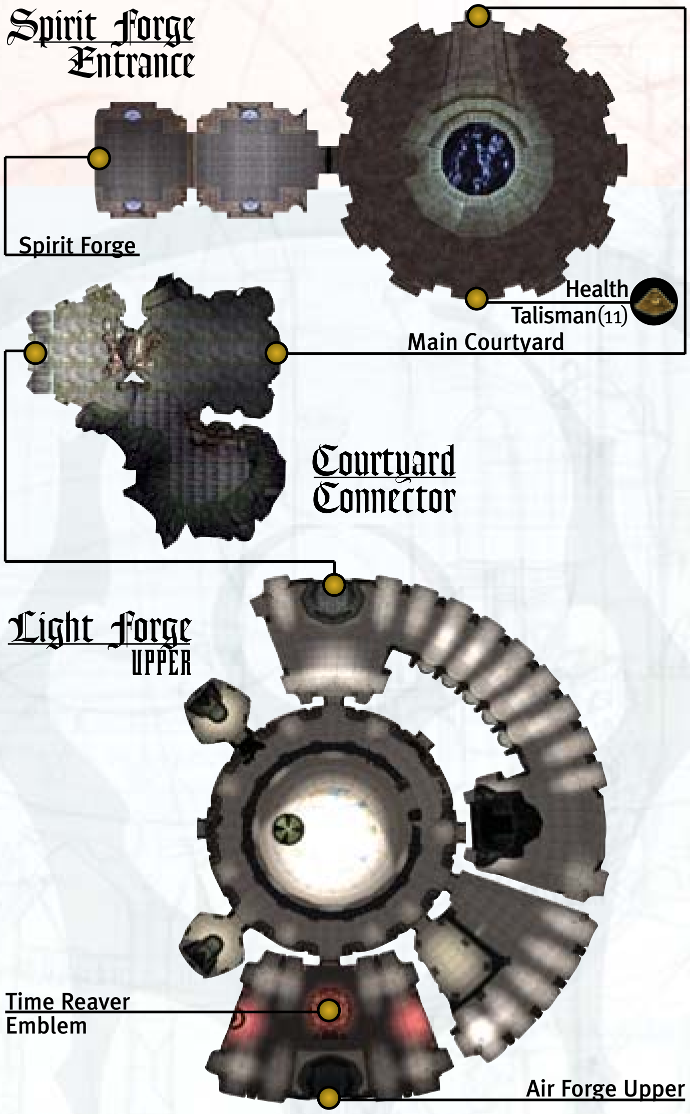
❷ Moving clockwise, Mist through the gate into the next room.

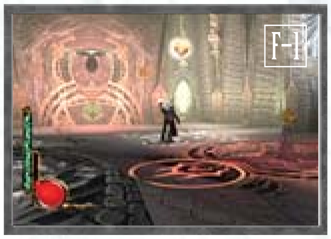
❸ On the left side of the tomb, break the wall and enter into the adjacent area.

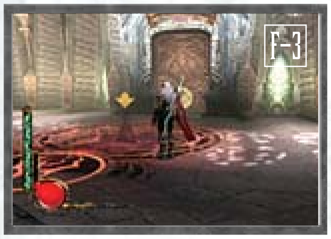
❹ Crawl up the wall to the upper level and move clockwise through the hallway passing a hole in the floor to the end of the hallway to the next room

❺ Defeat the Vampire Golems to activate the Dimensional Portal, but before you use it, continue down the end the hall-way to find **Arcane Tome #8**.

❻ Defeat the Shades and enter the Portal to the Light Forge .







F LIGHT FORGE

Objective: Enter the Spirit Forge Chamber

❶ Activate the TK switch on the left side of the room t, and open the Reaver lock.

❷ Activate the TK switch on the right side of the room, and open the Reaver lock.

❸ Now you will be able to obtain the **Time Reaver Emblem**, which will complete your Reaver!

❹ Open the remaining Reaver lock in the front and enter the main room.

❺ Follow the walkway counter clockwise and drop to the lower level. Defeat the Feral Humans.

❻ Enter the first door and exit back to the Citadel through the Dimensional Portal.

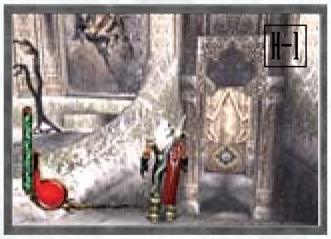
G MAIN COURTYARD TO LIGHT FORGE CONNECTOR

❶ Use the Super Jump marker to leap across the large gap.

❷ Follow the pathway around and through the open doorway to enter the Main Courtyard.

H MAIN COURTYARD

❶ Follow the pathway clock-wise to the Spirit Forge Entrance and activate the Reaver lock then step inside.



I SPIRIT FORGE ENTRANCE

❶ After the cinema, look in back of you and pick up **Health Talisman fragment #11.**

❷ Jump into the pool to trans-port back in time to era of the original Blood Omen.

J MAIN COURTYARD

Objective: Bat flight to Avernus

❶ Move up the steps towards the back of the room and pass through the open doorway. Use the Bat Flight launch point that will end the level.

SEEK MORTANIUS

AREA: AVERNUS	START: CATHEDRAL	END: MAIN COURTYARD

ITEM STATISTICS

Health Talismans	(x1)
Telekinetic Runes	(x1)
Arcane Tomes	(x1)
Reavers Enhancements	(Earth Reaver)

A CATHEDRAL

Objective: Acquire the Earth Reaver

❶ Run to the back of the room beneath either set of columns and follow the pathway behind the Altar.

❷ Use the Water Reaver to unlock the door and enter the Earth Forge Portal room.

B EARTH FORGE PORTAL ROOM

❶ Drop to the lower level to destroy the Vampire Golems.

❷ Defeat each of the four statues to create an Earth Platform.

❸ Climb up the steps. Jump and

glide to each of the platforms to access the upper walkway.

❹ Obtain the **Obsidian Sphere** and drop back down to the lower level.

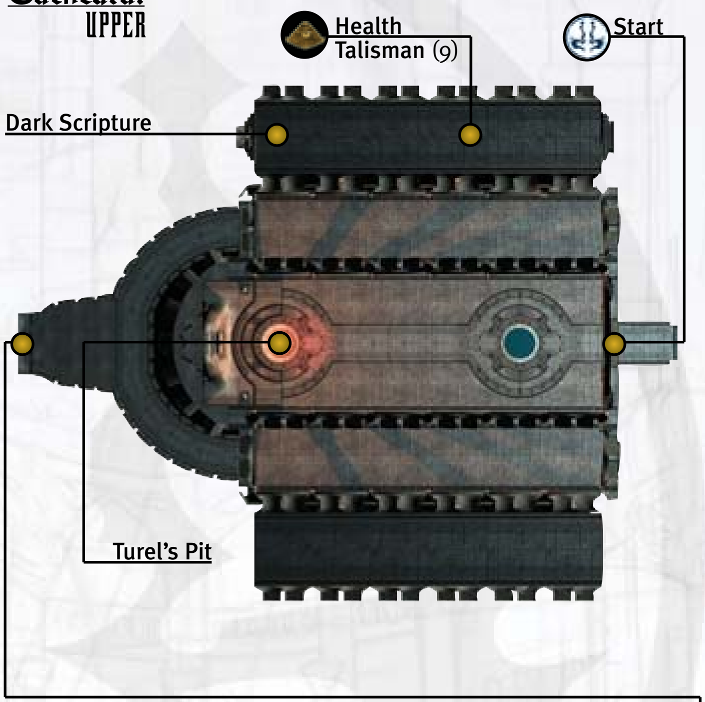
❺ Insert the **Obsidian Sphere** into the pedestal in the middle of the room to activate the Warp Gate. Jump into the gate to be transported to the Earth Forge.

C GUARDIAN CITADEL EARTH FORGE

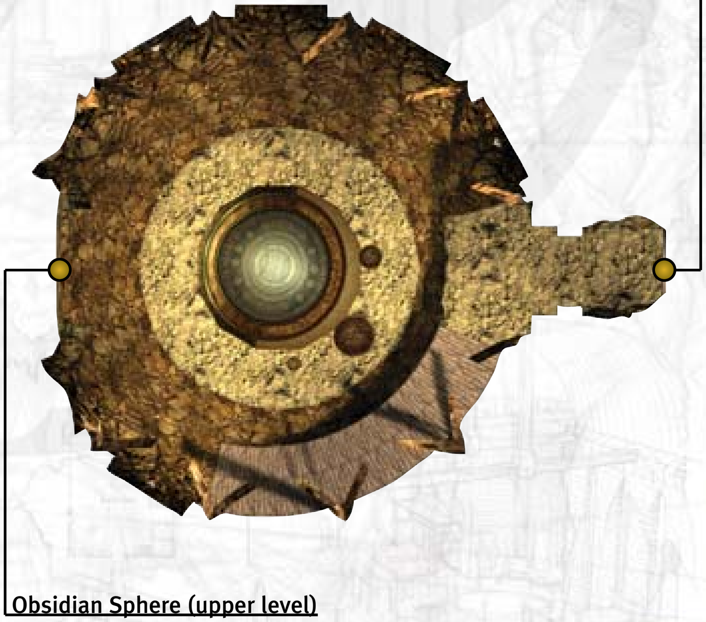
❶ Proceed counter clockwise up the hallway to the next room. To the left of the exit gate is **TK Rune #6.** Shift to the Spectral Realm and phase through the gate.

❷ Drop to the lower level and approach the Soul Conduit to trigger the Guardians.

Cathedral
UPPER

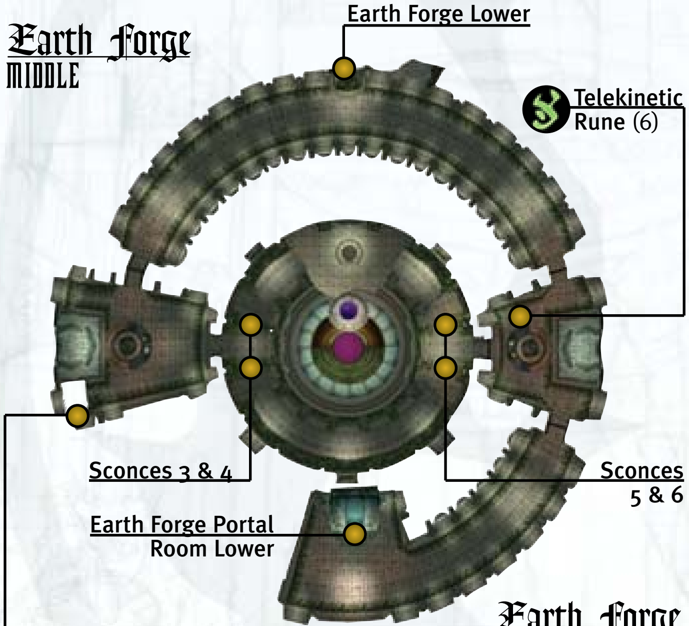


Earth Forge Portal Room
LOWER

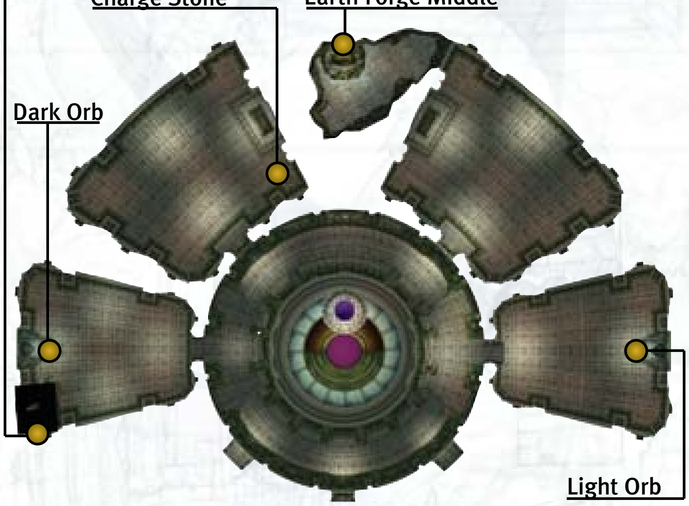


Earth Forge Portal Room
UPPER

Earth Forge
MIDDLE



Earth Forge
LOWER



Boss — **GUARDIAN OF ENERGY**

Description: Centuries ago this specter served in life as the Vampire Guardian of Energy, who ruled over the wild arching power that spawns the storm and sparks life itself.

Abilities/Attacks: *Sky Fury* – This spell is its only form of direct attack. This spell calls lightning from its fingertips to blast in your direction. This is a fairly hard projectile to dodge due to its speed. Fortunately, it takes a long time to cast. *Tempest's Cloak* – Using its control over the omnipresent surges of energy, this Guardian can imbue its own body or the bodies of its allies with a shocking force. Any physical attack upon the effected target while in this state will cause just as much damage back upon the attacker. The altering flow of time created by the Time Guardian will make this ability harder to predict and alter its apparent duration.

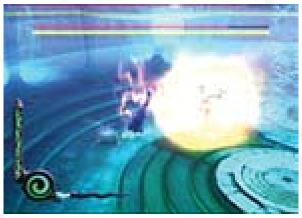
Strategy: To successfully deal with the Energy Guardian, you must be observant and dodge its quick projectile attacks. Also, you must be aware when its orange shield is active and continue to dodge until it is vulnerable.

Boss — **GUARDIAN OF TIME**

Description: The flowing currents and shifting movements of time were kept in check long ago by the original Vampire Guardian of Time.

Abilities/Attacks: *Time Distortion* – This spell is its main form of attack taking the form of an alteration in the flow of time. Over the duration of this enchantment the flow of time will speed up, reach an apex and then slow down back to normal. This will be a global change for all parties in the room ... even the Guardians. *Time Singularity* – This is just a basic projectile attack that is enhanced through the Guardians Time Distortion.

Strategy: Expect the flow of time to slow down or speed up at any moment. Try to gain a feel for the changes in the flow of time to get used to the different reaction times you will need to successfully dodge oncoming attacks.



Combined strategy:
Neither of the Guardians alone would be that much threat, but together they can be a challenge. It is best if you can finish off Time Guardians first to reduce the confusion from time distortion and multiple projectiles. Aggressivelyµ pursue each Guardian in turn, and just be sure to avoid the damaging shield. Also, remember that there are free-roaming souls around that can replenish your life at a critical moment.

❸ After you defeat both Guardians, the Soul Conduit will be filled, but it is still inaccessible.

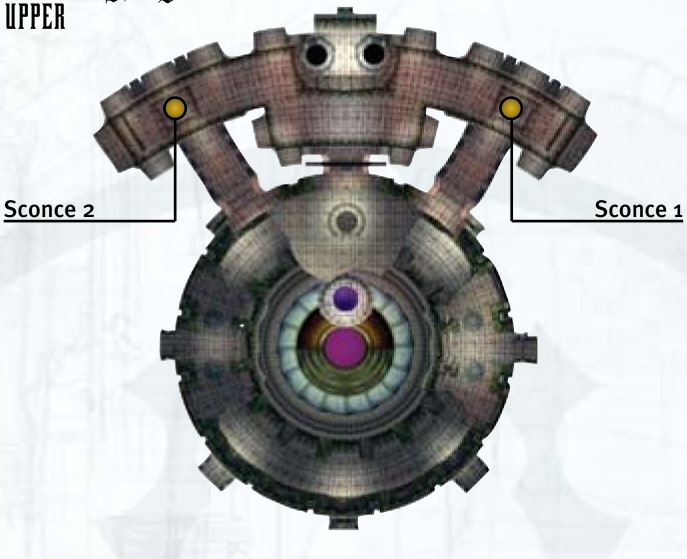
❹ There are three open doorways. Enter the one on the far left, then shift back to the Material. Realm. You will be forced to defeat the Revenants to drop the green combat barrier.

❺ Equip the Dark Reaver and fill the Reaver Gauge using the Reaver Charge Stone, then exit back into the main room and cast your Reaver spell to become invisible.

❻ Move clockwise past the first Guardian Gargoyle door, and enter the second one.

❼ Strike the Light Orb with the Dark Reaver to lower half of the barrier around the Soul Conduit and exit back to the main room.

Earth Forge
UPPER



❽ Move counter clockwise back to the Guardian Gargoyle door you passed and enter the room. In the back left corner of the room is an opening, move through it.

❾ Use the Water Reaver to turn the waterfall into ice and climb it to access the upper level.

❿ Proceed counter clockwise down the hallway and through the open doorway. To the left of the broken Dimensional Portal is a hole in the floor ... drop through it to the lower level.

⓫ Kill the Revenants and equip the Light Reaver to activate the Dark Orb, which will remove the remaining half of the barrier around the Soul Conduit

⓬ Climb the rubble and backtrack to the main chamber.

⓭ Activate the Soul Conduit to receive the **Earth Reaver**.

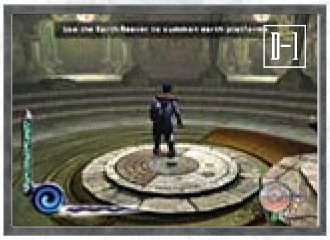
D GUARDIAN CITADEL EARTH FORGE

Objective: Return to Avernus

❶ Use the Earth Plinth in the middle of the room to create the Earth Platforms. Jump up them quickly as they will only last for a short time.

❷ From the last Earth Platform glide to where the statue is.

❸ Equip the Air Reaver and use the Plinth to sail up and glide up to the highest walkway.



❹ Use a TK blast on the switch above the door to enter the room.

❺ Rotate the left statue once, and the right statue three times, so that both statues display the Fire symbol in front. Then active the switch with your TK powers.

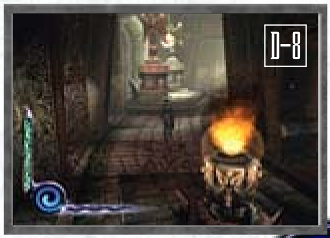
❻ Enter the newly opened Fire door on your right. Equip the Water Reaver and use it to extinguish the sconce. This will unlock one of six parts to the Warp Gate.

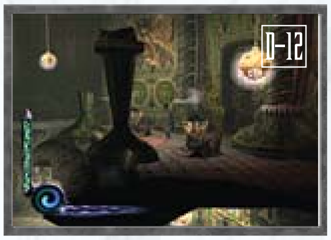
❼ Travel back to the adjacent room and rotate both statues twice, so that both statues display the Air symbol. Then, active the switch again and go through the door to the left.

❽ Once again extinguish the sconce with the Water Reaver. Two down and four to go.

❾ Exit the room with the statues and fall back down to where you used the Air Plinth.

❿ Jump from the left end of the walkway to the glide down to the ledge in front of the closed door.





⓫ Equip the Fire Reaver and activate both sconces.

⓬ Jump back to the ledge you came from. If you fall work your way back to the Air Plinth like before. This time leap off to the right side and light the final two sconces to reactive the Warp Gate.

⓭ Shift to the Spectral Realm and phase through the gate. Move through the hallway clockwise and use the Corpse Host at the end. Then enter the Warp Gate to return to the Cathedral.

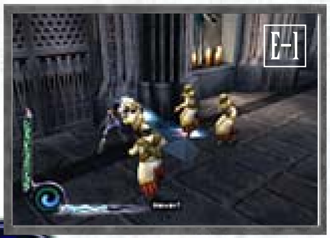
AVERNUS

E CATHEDRAL

Objective: Access the Subterranean Catacombs

❶ Follow the pathway to the main cathedral and move past the columns to the center of the room. Cenobites will attack you in a group. They are pretty powerful magic users. Ignore the flame-tossing lackeys, and kill the one that is usually in the rear of the group casting all the magical enhancements.

❷ Equip the Earth Reaver and activate the Earth Plinth in the middle of the room, then climb the Earth Platforms and jump to the upper balcony to the left.

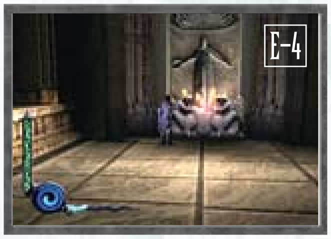


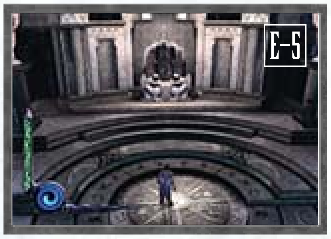
❸ Proceed down the balcony, and you'll run right into **Health Talisman fragment #9**.

❹ At the very end you'll find the **Dark Scripture** and two more Cenobites.

❺ Drop down to the lower level and use **Dark Scripture** at the Altar.

❻ A portal will appear in front of the alter that will transport you to the Hylden Realm.





Turel's Pit

F CONNECTOR

❶ Move down the pathway and just to the right of the mural that triggers the cinema is **Arcane Tome #8**.

❷ Defeat the Cenobites to drop the combat barrier and continue down the hallway

❸ Continue down the pathway fishing off two more pairs of Cenobites and use the Health Amphora before you and exit through the double doors.

G TUREL'S PIT

Boss — TUREL

Description: Turel, the Blood God of Avernus Cathedral has been worshiped for years by the Cenobites that walk beneath its dark halls. Originally Turel was a vampire lieutenant in Kain's army during the long centuries after the fall of the pillars (SR1 Timeline). Like all the vampire lieutenants, as the centuries passed Turel began to mutate and shift from his human form. Turel and his brood the Morlocks became bat-like in appearance bearing large ears with incredible powers of hearing at the price of faltering vision. Turel was summoned back in time and used by the Hylden to command the Cenobites of Avernus in order to further their final cause of toppling the pillars.

Abilities/Attacks: *Claw Swipe* – Although mostly blind he can still hear. If you get too close to he will be able to hear your foot steps and instantly slash out with his feral claws.
Blind Charge – When Turel becomes enraged he can also attempt to smash into you by charging forward. While this attack is very quick it is not very accurate since he is resorting to his hearing to pinpoint your location. Also, he telegraphs this move by roaring before he charges.
Homing Projectile – This blue projectile has no special properties but it will slowly track you and there can be several on the screen at once.
TK Force – An innate master of TK forces Turel can send out waves of force. These arching waves jet outward from his opened jaws. The waves themselves are relatively low to the ground and can be jumped over.
TK Acquire / Echolocate –He will send out a powerful wave of sound in a wide arc (Echolocate). These sounds bounce off any moving objects and create distortions that the blind monster can then pick up. Once something moving is pinpointed it will begin to glow with bright colors and the creature can then use its TK Acquire to hurl you across the room.
Berserker Rage – Towards the end of the combat he will become critically wounded. Realizing his coming defeat the enraged beast flies into a rage thrashing around the arena. At this point he will not use his Echolocation or Force Wave. His loud constant screaming will cause all the gongs within the arena to constantly vibrate. This is your chance to finish the hideous vampire evolution.

Claw Swipe

Blind Charge

Homing Projectile

TK Force

Echolocate

TK Acquire

Strategy: You can not inflict any damage with your Reaver until he is made vulnerable from the gongs. Most of the fight you will be dodging his charges and jumping to avoid many of his projectile and Force Wave attacks until he uses his Echolocate. This fight is based on one simply principle - his greatest abilities are also his greatest of his weaknesses. The Echolocate that he uses to locate and trap his prey will be his undoing. The gongs around the pit can absorb the vibration of his pinpointing waves and hold it for several seconds, which will cause them to visually vibrate. Hit the glowing(vibrating) gong with the Reaver or a TK blast to amplify the sounds and send it back to his wide open ears. This intensified sound will cause Turel great pain and he will become vulnerable to attack. Rush in and you should be able to connect with two sets of combo moves if you are close enough. Use the two Health Amphora in front of the gongs when you get low on health. Don't waste them and use it too early because they can almost refill all your life. After Turel has lost a lot life he will go into a rage and start screaming and all the gongs will start vibrating. At this stage he will throw out a lot of projectiles and he will charge repeatedly at you. Hit all the with your TK powers and he will be finished.

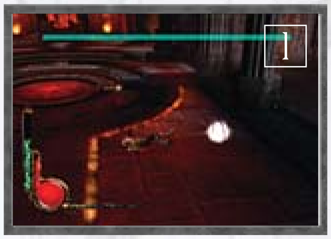
❶ When you defeat Turel and claim its soul you will get enhanced TK powers that allow you to lift and throw enemies just like Kain. To the right of the gongs, use your newly powered up TK ability on the broken column and climb the Wall Crawl surface up and out of the pit.

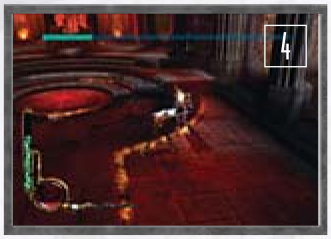
❷ You will enter a small room and after the cinematic with Mortanius, the level ends.

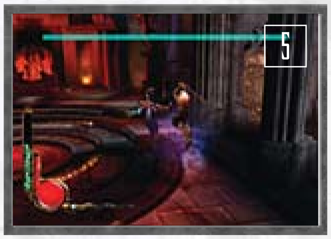
Chapter 11

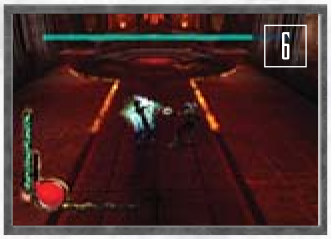
Stop Raziel

AREA: AVERNUS	START: CATHEDRAL	END: CATHEDRAL







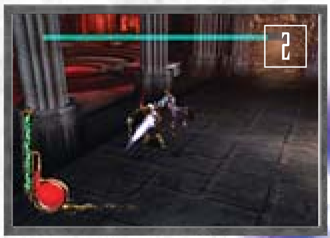


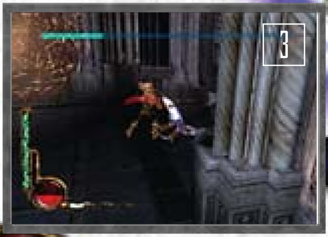
Overview: This is not a full chapter but it cantinas an important battle. Using Kain you must defeat Raziel. Remember that both characters have very similar techniques, including the Reaver spells, and Raziel will use them to their full potential. The AI is very persistent and Raziel will keep the pressure on you constantly. This is an intense battle that doesn't allow you to hide and regroup. However, do not engage in a war of attrition trading hit for hit. The game's AI will usually have the advantage up close. The best technique to employ is dodging out of the way and then counterattacking when you have the proper space to strike. Raziel will continue to pursue and attack you so you must control the tempo of the fight by dodging or jumping to allow yourself space and timing to set up your attacks. From a distance Raziel will use his TK abilities to knock you down and try to gain ground (❶)This is more of a nuisance move and wont cause you much harm, however it can lose you the space you need to react.

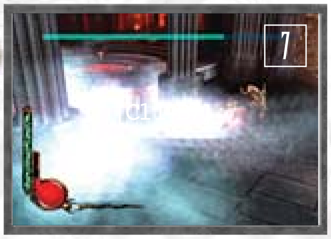
Offense: Don't try to stand toe-to-toe, dodge back or jump away to telegraph your hits a little. Because of Raziel's unrelenting attacks he will run right into your move or combo. (❷) The best combo is actually your basic three hit slash move. It will do more damage than most other options and it will give you the space to evade or setup another assault (❸). The Cadaverous Laceration is pretty good choice since you can often can get an extra hit in at the end (❹). The Infernal Sundering and lifts in general are fun to try for cool juggling combos but these really aren't worth the payoff in damage unless your adept at juggle combos (❺). If you do end of with a lot of space between you fire off some TK blasts from a distance to reduce his health or if you're really feeling aggressive use your TK powers to lift Raziel and pull him in for a juggle combo (❻).

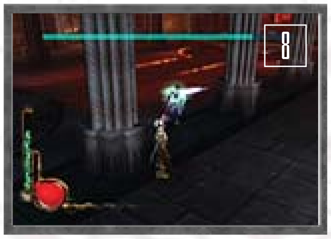
Defense: Be cautious of Raizel running up to you and performing his Reaver spell (❼), otherwise you should be able to have him walk right into your attacks. Keep dodging to gain the space you need and then stand your ground letting him walk into your moves. If you can't seem to elude his attacks and he is sticking to you like glue, you can use your TK powers defensively to throw Raziel back. You can also try to hide behind the columns and circle around them, staying out of TK range, and strike his when he comes around the corner (❽).

However the simplest technique is to jump up and hit the lift attack to slam to the ground and give yourself some space. This move has great range and is a great tool to give yourself time and space to maneuver. Actually you can employ this technique over and over and defeat Raziel (albeit very slowly) taking almost no damage.









Battle Raziel / Resurrect Janos
Solve the Spirit Forge

Chapter 12

AREAS: AVERNUS, VORADOR'S MANSION, GUARDIAN CITADEL	START: CATHEDRAL	END: COUNCIL CHAMBER

ITEM STATISTICS

- **Health Talismans** (x3)
- **Telekinetic Runes** (x2)
- **Arcane Tomes** (x2)
- **Reavers Enhancements** (Spirit)

Avernus

A CATHEDRAL

Objective: Defeat Kain

❶ Defeat Kain using the same techniques for battling Raziel and obtain the **Heart of Darkness**.

❷ Exit through the large doors back to Vorador's Mansion.

Vorador Mansion Ruins

B LIBRARY

Objective: Find a Path to Janos' Crypt

❶ Defeat the Vampire Hunters and break the cracked wall to the right of the statue you moved earlier and proceed through.

C DESCENT TO CRYPT

❶ Follow the pathway and destroy another cracked all.

❷ Kill the Vampire Hunters and turn left up the several slight of stairs.

❸ Move through the open doorway into the Water Forge room.

D WATER FORGE ROOM

❶ Drop to the lower level and head to the back of the room near the Air Plinth by the Fire Reaver door to collect **Health Talisman fragment #10.**

E HALLWAY CONNECTOR

❶ Defeat the winged Revenants to drop the green combat barriers and exit through the doorway to the right, taking out a few more Revenants on the way to the double doors at the end.

F GRAND ENTRY

❶ Turn to the right and walk clockwise up the small flight of stairs to the large blue stain glass window of the Water Reaver, and you'll find **Arcane Tome #9**.

❷ Drop to the lower level and defeat the Vampire Hunters.

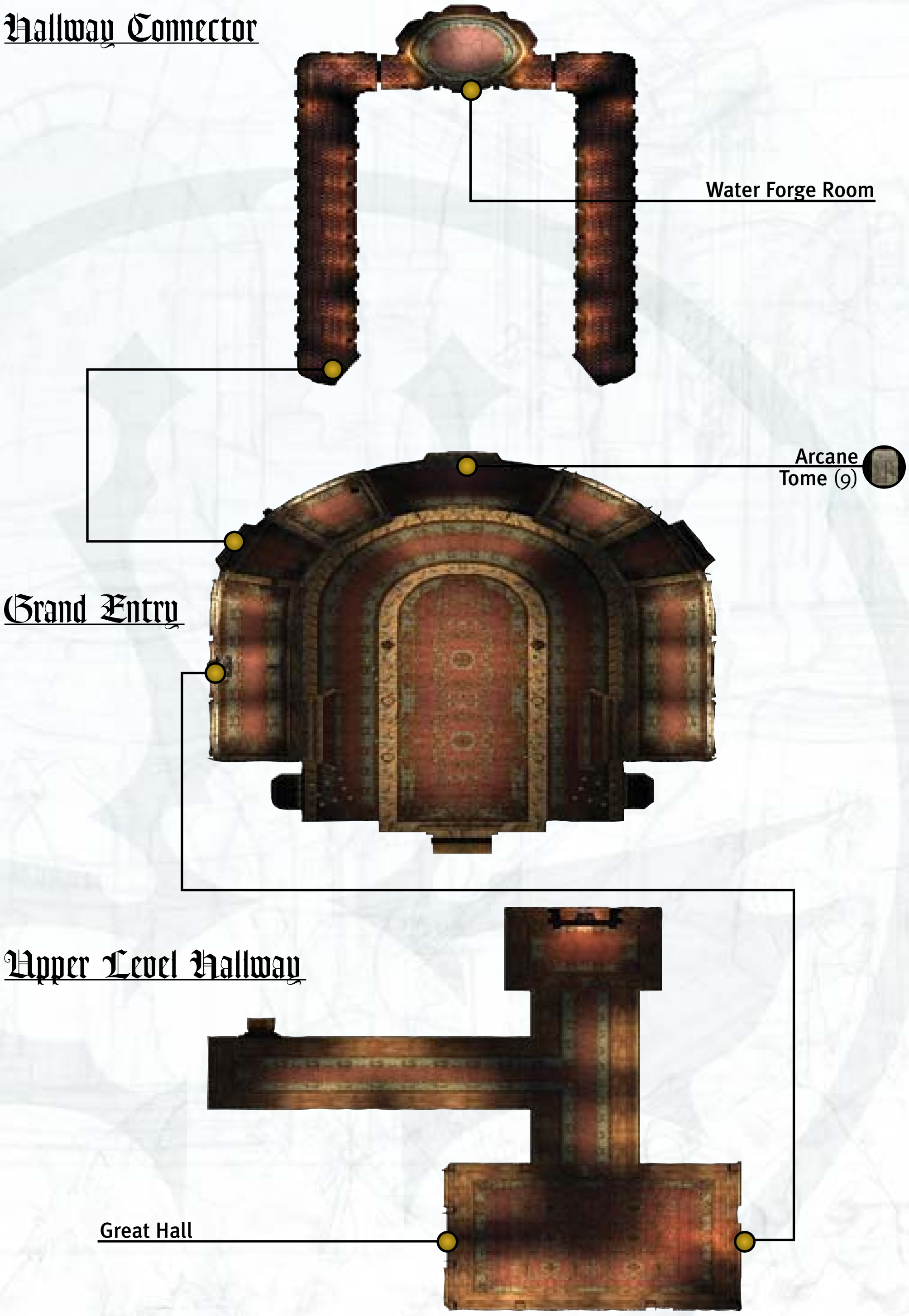
❸ Use a TK blast on the middle column on the right to expose a Wall Crawl surface.

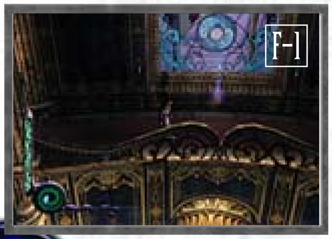
❹ Jump on to the rubble that was just created and climb the wall all the way to the top, then leap off and land on the upper balcony.

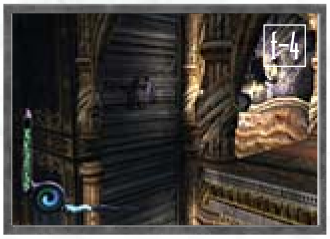
❺ Break through the wooden planks to enter the next room.

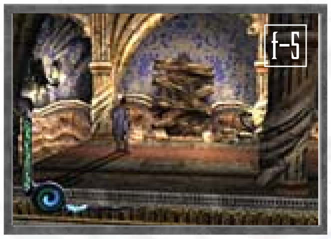
G UPPER LEVEL HALLWAY

❶ Equip the Earth Reaver and open the door to enter the Great Hall.









H GREAT HALL

❶ Defeat all of the Vampire Hunters to drop the red combat barriers.

❷ Jump on through the open window (the first one after you walk down the stairs to the right) and collect **TK Rune #7**.

❸ Exit through the painted doorway just below where you entered the room.

I DESCENT TO GREAT HALL

❶ Descend the steps and follow the hallway down, defeating the Revenants to drop the green combat barriers.

❷ Move into the next room and proceed up both flights of stairs, then exit through the small doorway.

J COURTYARD

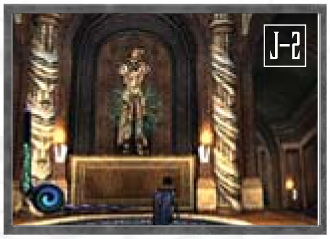
❶ Move along the pathway to the second opening in the railing and drop down. Use a TK blast to strike the column in front of you to reveal an Air Plinth.

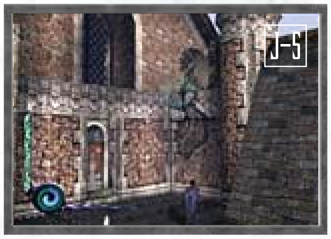
❷ Defeat the Vampire Hunters and enter the mansion through the front door that is now broken open. Just as you enter you'll notice the statue has a green glow. Use your TK powers to move the status to reveal **Health Talisman fragment #11**.

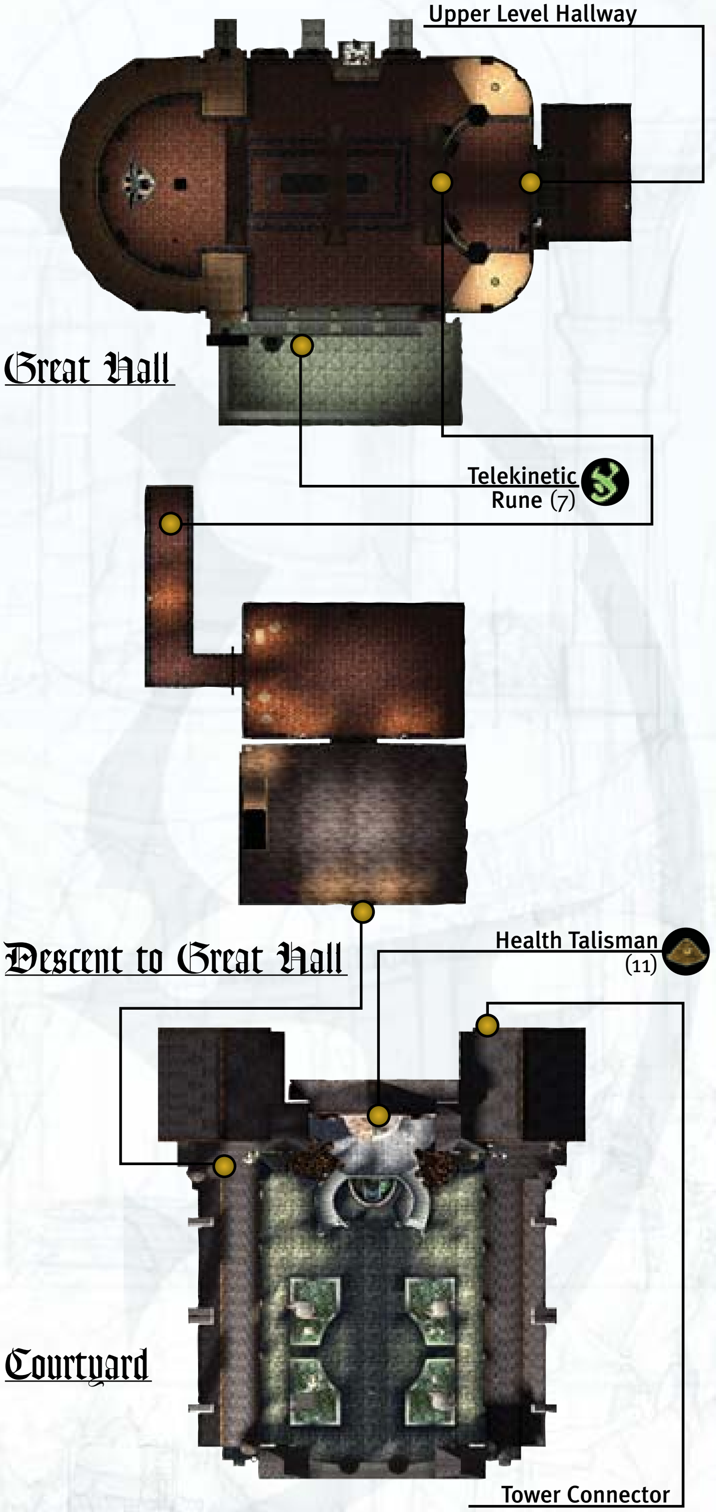
❸ Proceed back out the Air Plinth and equip the Air Reaver to use it. Glide over to the balcony, then jump across the tops of the columns to reach the balcony on the other side.

❹ Travel toward the front of the mansion, and you should notice a green glow around the gargoyle in the upper right. Use a TK blast to knock it down.

❺ Jump on to the fallen gargoyle and grab the ledge above you to the windowsill with bars. Shift to the Spectral Realm and phase through the window.



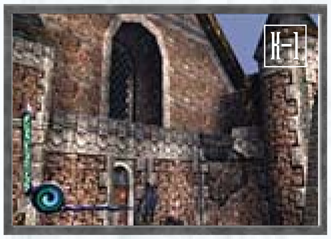


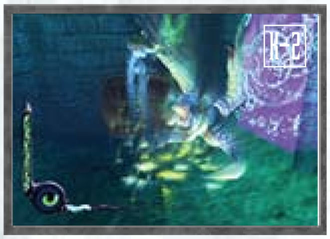


K TOWER CONNECTOR

❶ Drop off the ledge to the lower level. Defeat the Archons to drop the blue combat carrier.

❷ Move through the open doorway and drop to the lower level in this next room. On the right side of the room, use the Corpse Host beneath the stairway that is behind the barrels. Then go through the open doorway and down the hallway to the double doors into the Crypt.



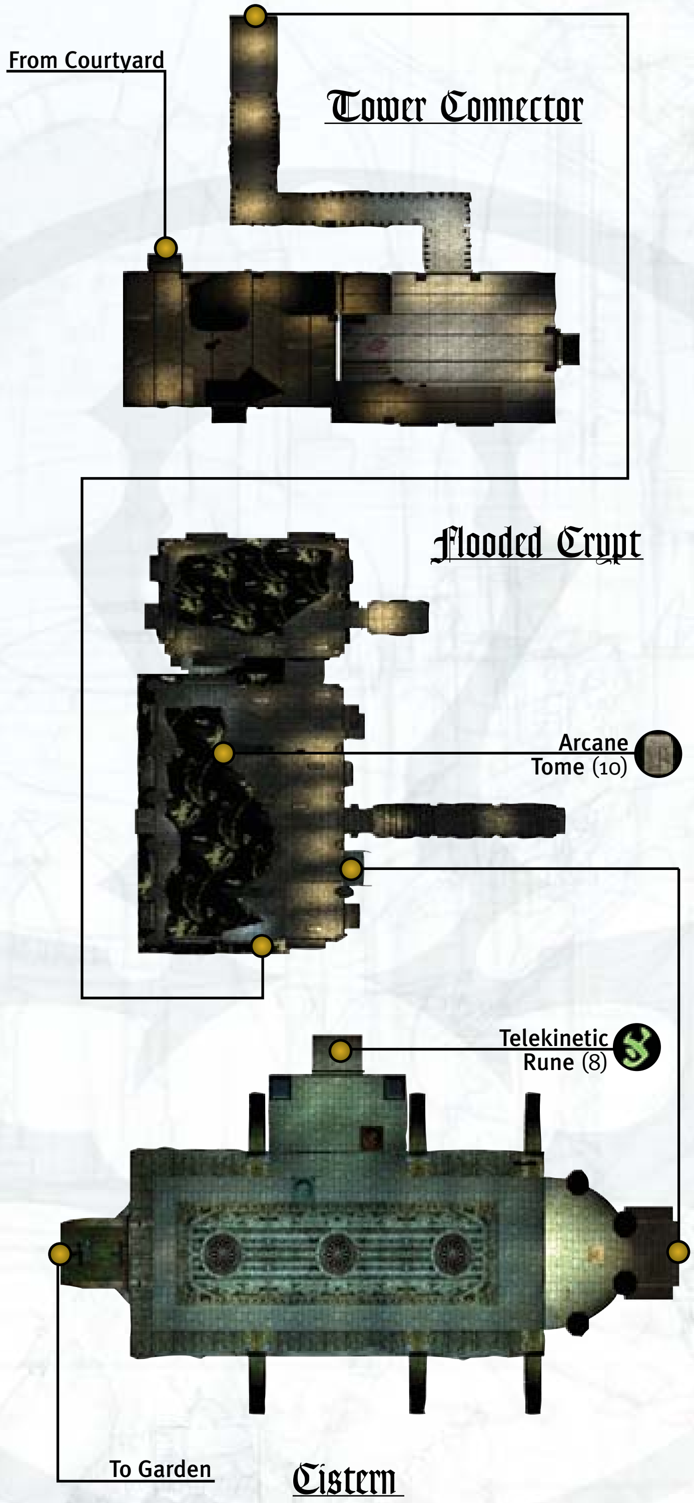


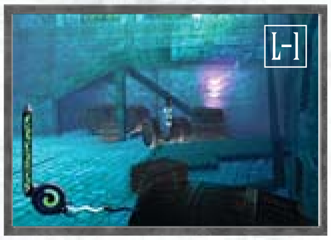
L FLOODED CRYPT

❶ Drop off the ledge into the water below and equip the Earth Reaver to sink to the bottom of the pool. The "weight" of the Earth Reaver will allow you to walk through water.

❷ Move to the other side of the room, and proceed to the back where you will find a tall gate protecting a prize. Shift to the Spectral Realm and phase through the gate to collect **Arcane Tome #10**.

❸ Climb up the wall and move to the blocked entranceway at the back of the room to use the Corpse Host. Now that you're in the in the Material Realm, jump back into the water with the Earth Reaver equipped and move up to the rear right side looking for light coming through a cracked wall. Break this section and pass into the Cistern.



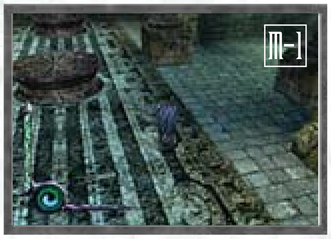


M CISTERN

❶ Walk to the area with the recessed alcove and the two columns. You must push of the columns onto the pressure-sensitive switches near each side of the gate. With both of the switches activated, the gate will open and you can collect **TK Rune #8**.

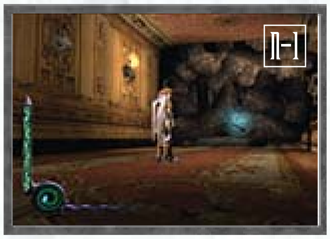
❷ Unequipped the Earth Reaver to float to the top, then swim to the exit that leads to the tunnel and jump out of the water.

❸ Travel through the tunnel and climb the walls all the way up the well to the Garden.



N GARDEN

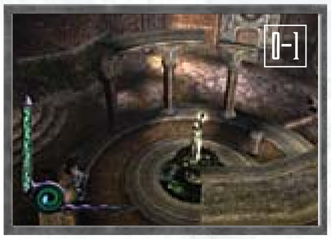
❶ Before heading down the Garden Path, defeat the Revenants and climb the broken circle of pillars and enter the mansion again through the broken window. Inside, next to the wall of rocks you'll find **Health Talisman #12**.



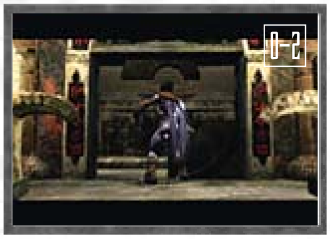
❷ Head back out the window and run down the steps defeating the Revenants until you to the end of the Garden Path.

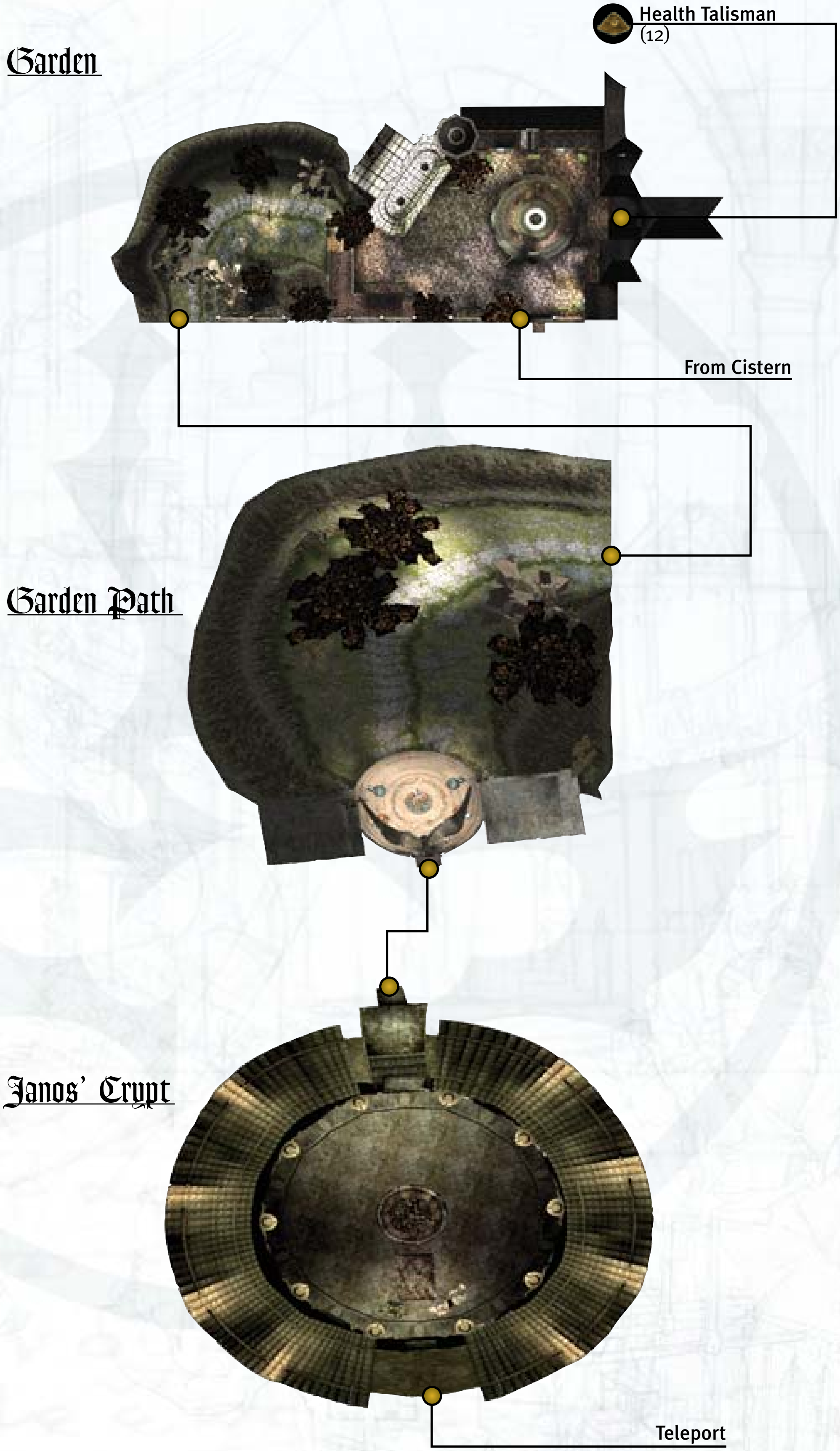
O JANOS' CRYPT

❶ Move in a straight line to the back of the crypt, and you'll find a round door that you can open with any Reaver.



❷ Follow the stairs down to the bottom and enter the candle lit room. Approach the body of Janos and use the **Heart of Darkness**.





Guardian Citadel

P Council Chamber and Connector

Objective: Acquire the Spirit Reaver

❶ After the cinematic with Janos, you will receive the **Golden Oroboros**.

P-1

❷ Travel down the staircase counter clockwise, jump over a pile of rubble and continue through the next hallway clockwise to the exit. Toward the bottom you will encounter a new enemy: the Transformed. The hulks of human flesh are strong but slow.

P-2

❸ At the bottom of the hallway switch to the Spectral Realm and phase through to get to the Main courtyard.

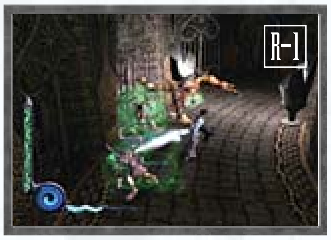
Q Main Courtyard

❶ As you emerge from the gate several Archons will await you along with a Fire Demon. Fight or flee and head down the path to the Corpse Host. Shift to the Material Realm and destroy the Revenants to lower the green combat barriers.

❷ Proceed into the next section and run down the steps to enter the Spirit Forge Entrance.

R Spirit Forge Entrance

❶ Fight the greater Shades, then move counter clockwise from the door and use the **Golden Oroboros**.to unlock the door. Move through the double doors into the next room.



R-1

S Spirit Forge Connector

❶ Jump into the water and equip the Earth Reaver to sink to the bottom. Walk forward and smash the breakable rubble in front of you.

S-1

❷ Move through the opening and use Wall Crawl surface to climb out of the pool, then enter the Spirit Forge through the double doors.

T Spirit Forge

❶ This room will consist of a struggle with the Elder God. You will repeatedly attack its Tentacles to free the Spirit Conduit and then have to climb up the ledge to active a corresponding Plinth. If you should die, there is a Corpse Host at the bottom of the hole near one of the Tentacles.

❷ Drop down to the Spirit Conduit and the Elder God's Tentacles to make them retract.

T-2

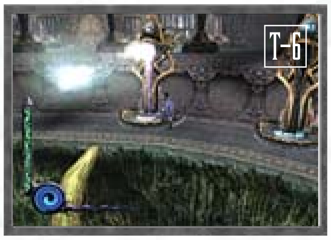
❸ Wall Crawl back to the upper walkway and equip the Dark Reaver. Move to the glowing Plinth with the symbol of the Dark Reaver and activate it.

T-3

❹ Drop back down and strike the Tentacles again. Climb back up, and this time, equip the Light Reaver and activate its corresponding Plinth.

❺ The Elder God will drag the Spirit Conduit lower and break several pieces of the wall surrounding the deepening hole. Jump down, and once again, strike the Tentacles.

❻ Climb the rubble on the left and enter the small room. Equip the Earth Reaver and activate the Earth Plinth. Jump across the Earth platforms and leap to the pile of rubble. Then climb up the wall and activate the Water and Fire Plinths with their corresponding Reavers.



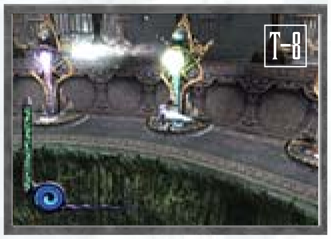
T-6

T-6

❼ Drop down again and equip the Earth Reaver to sink to the bottom of the Spirit Conduit. Attack the Tentacles and unequip the Earth Reaver to swim to the ledge with the waterfall.

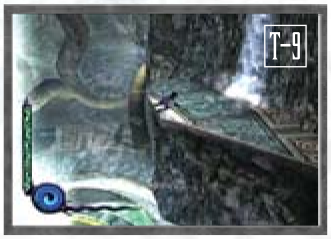
T-7

❽ Equip the Water Reaver and freeze the waterfall. Climb the waterfall to the top, and jump/glide to the ledge you used previously to get to the small room with the Earth Plinth.



T-8

❾ Work your way back to the top and active the Earth Plinth, then continue counter clockwise, jump a small gap and active the Air Plinth.

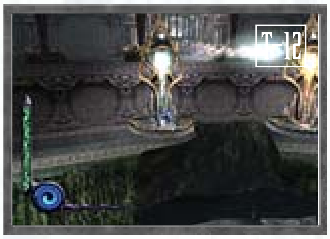


T-9

❿ Equip the Earth Reaver one more time and attack the Tentacle for the last time.

⓫ After the cinematic, claim the **Spirit Reaver** and climb the rubble that drops down. Continue to the top in the same fashion as before.

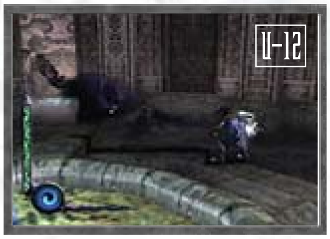
⓬ Backtrack all the way to the Council Chamber using your new Spirit Reaver on a host of enemies, including Shades, Revenants, Lighting and Fire Demons.



U COUNCIL CHAMBER TO MAIN COURTYARD CONNECTOR

Objective: Return to Janos

❶ Switch to the Spectral Realm to phase through the gate and run down the hallway until the path is block by debris. Climb up the wall to the left and leap over the rubble.



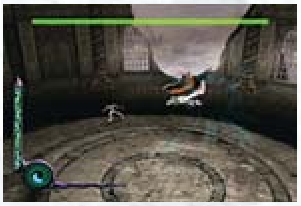
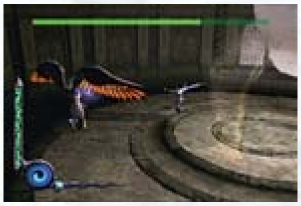
V COUNCIL CHAMBER

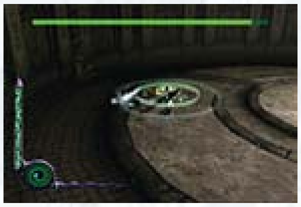
❶ Enter the room and switch back to the Material Realm.

Boss — POSSESSED JANOS

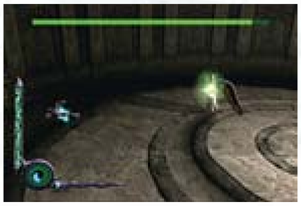
Description: Janos is the last surviving member of the ancient original Vampire race, bearing the blue skin and black wings of his long dead brethren. Upon the collapse of the pillars, he becomes possessed by the Hylden Lord and turns on Raziel. While possessed, Janos is practically invulnerable to attack; however, after expending energy, the spirit possessing him can be momentarily fought back by Janos allowing him to become vulnerable if just for a moment to further assault.

Abilities/Attacks: *Air Jump* – This is his most common action because he can link three different attacks: Hawk Dive, Zephyr's Wind and Torrent of Air. While he is in the air, you will have a brief moment to watch his animation to detect which attack is coming. *Hawk Dive* – During this attack Janos will swoop down at you with frightening speed. He will aim in on your ground position, so dodge backward at the last second to avoid this attack. Once Janos hits the ground, he will be vulnerable for a moment or two. *Zephyr's Wind* – During this attack, Janos will stay hovering in the air after completing the Air Jump. Using his massive broad wings, he will emit a forward facing orange cyclone that can only be dodged by quickly moving left or right. *Torrent of Wind* – During this attack, Janos will stay hovering in the air after completing the Air Jump. He will then begin to charge a massive magical attack that will take several seconds to actually complete. This is pretty much impossible to dodge. *Call of Possession* – Janos has the ability to cause the possession of nearby corpses with Hylden souls. When used this will cause several Revenants to pop up out of the ground and fight by his side. *Cyclone Spin* – This is one of his only ground-based attacks. He will spin in a small circle with his wings outstretched and knock you back if you are too close. *TK Push* – Like all-powerful vampires, he has TK powers and he will often push you away if you are too close.



Strategy: The key to success in fighting defensively is by dodging Janos' attacks and then counterattacking while he is vulnerable. Avoid him until he lands after completing a Hawk Dive or a Zephyr's Wind. You will notice the green Hylden energy dissipating from his head, and he will be vulnerable to attack. The exception is when he hangs in the air and charges the Torrent of Wind. Because you can not avoid this attack, you should run underneath him and interrupt by jumping into an air combo. If you are low on health, you can kill the Revenants he summons and suck their souls for sweet life. If not, use these distractions to power up your Reaver and deal even more damage. Lastly, make sure to use the Spirit Reaver against him because his is more vulnerable to the purified Reaver than the normal elemental varieties.



CHAPTER 13

RETURN TO THE GUARDIAN CITADEL

AREA: AVERNUS, GUARDIAN CITADEL	START: TUREL'S PIT	END: SPIRIT FORGE

ITEM STATISTICS

- **Health Talismans** (x1)
- **Telekinetic Runes** (x1)
- **Arcane Tomes** (x2)
- **Reavers Enhancements** (Spirit)

AVERNUS

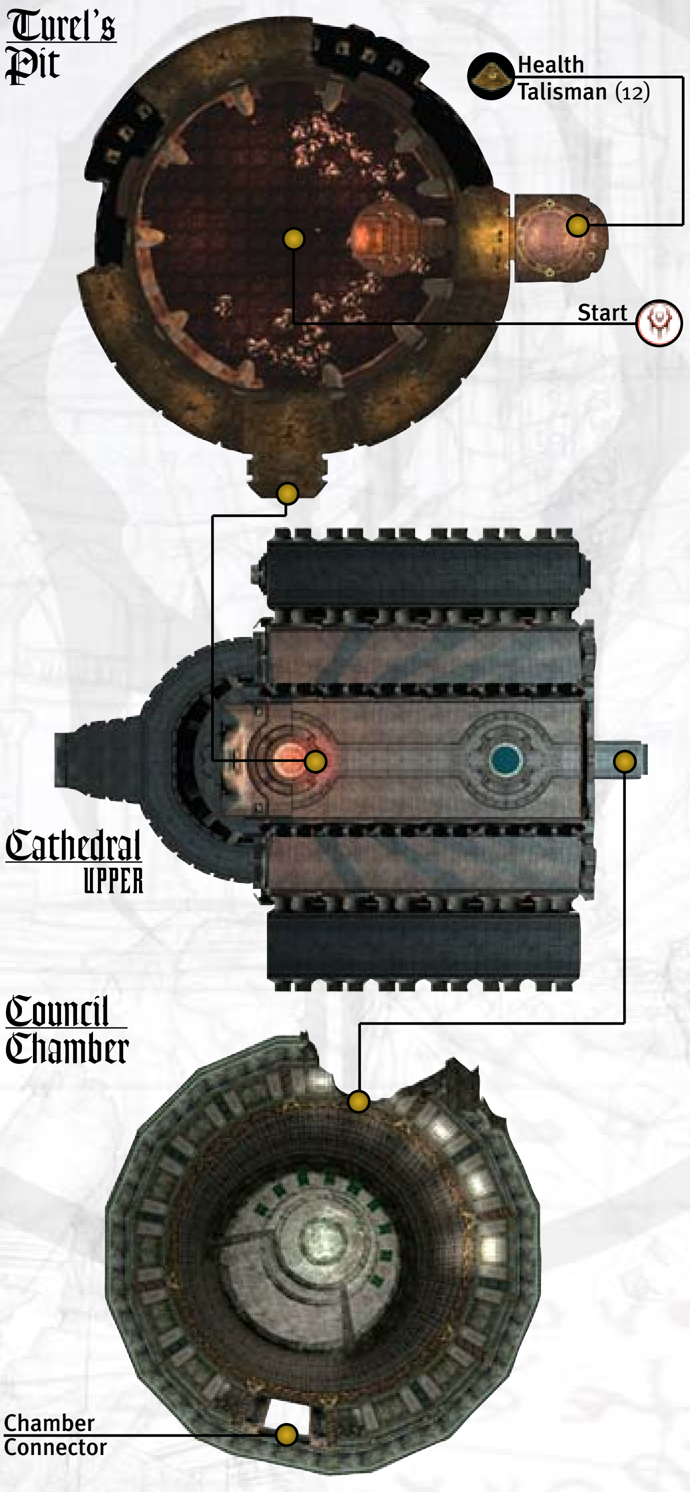
A TUREL'S PIT (IN DEMON REALM)

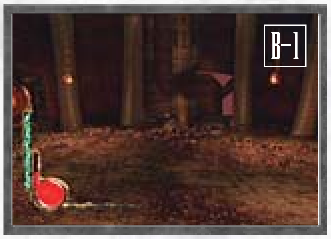
Objective: Escape the Demon Realm

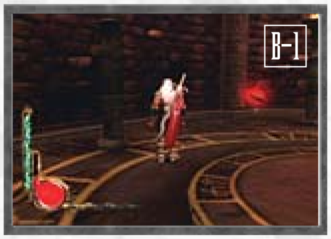
❶ Defeat all of the Demons to open a Warp Portal. This is no easy fight, with four Lighting and one Fire Demon. Luckily on the perimeter there are two Blood Basins. Take out the Lighting Demons first and allow yourself the time to take out the brutish Fire Demon. He is not that tough is you dodge and counter but he is a real pain with a ton of other enemies in a small area.

B TUREL'S PIT

Objective: Return to the Guardian Citadel







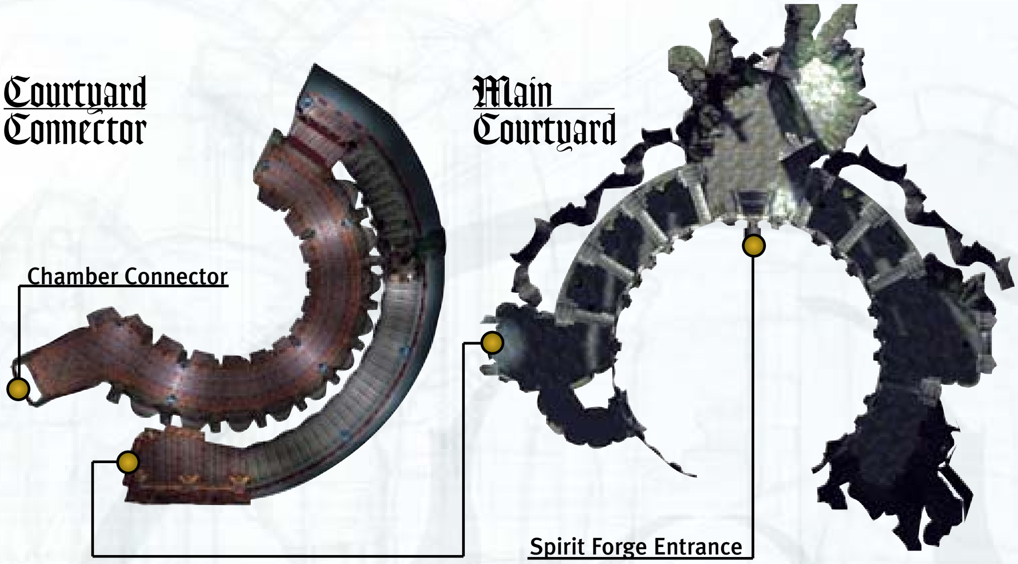
❶ Use a TK blast to break the colums by the Wall Crawl surface and then climb up. Enter the small room and collect **Health Talisman fragment #12.**

❷ Follow the pathway to the right and move up the steps to the double doors to exit into the hallway.

C CONNECTOR

❶ Near the end of the first open room, along the right wall, you'll find **Arcane Tome #9**

❷ Midway up the path, defeat the Lighting Demons to lower the red combat barriers. Be sure to use the Blood Basins in the room, you'll probably need it. Keep it mind that it's best to pin down and foucs on one Demon at a time.



❸ At the end of the path, activate the Warp Portal to return to Avernus.

D CATHEDRAL

❶ Proceed to the front of the Cathedral and defeat the Cenobites.

❷ Use the Bat Flight marker to return to the Guardian Citadel.

Guardian Citadel

E COUNCIL CHAMBER

Objective: Seek the Elder God

❶ Exit through the open doorway. From the entrance, move clockwise around the wall and collect **TK Rune #8**.

F COUNCIL CHAMBER TO MAIN COURTYARD CONNECTOR

❶ Descend the steps, jumping over the rubble and following the hallway to the end to mist through the gate.

G MAIN COURTYARD

❶ Descend the steps and follow the pathway around to the Spirit Forge Entrance.

H SPIRIT FORGE ENTRANCE

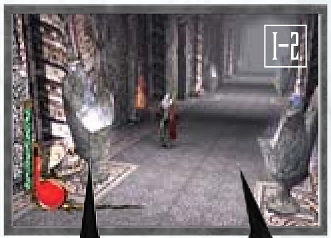
❶ Move through the open doorway and proceed through the double doors to the next room.

I SPIRIT FORGE ENTRANCE TO SPIRIT FORGE CONNECTOR

❶ Move down the steps and jump into the drained pool. Smash the debris in your way and go through the opening. Climb up the wall and run down the hallway.

❷ Along the left wall of the hallway, a little before the double doors leading to the Spirit Forge, you can collect **Arcane Tome #10.**

❸ Exit through the doors into the Spirit Forge to trigger a very long and very cool cinema.



Boss — Elder God

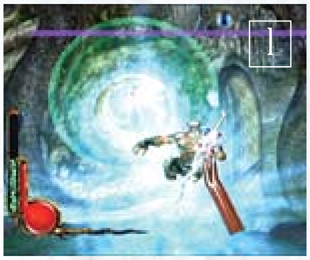
Description: To escape from the bowls of the collapsing Spirit Forge, you must disable and destroy the Elder God. This boss battle has three main states: defensive, vulnerable and offensive.

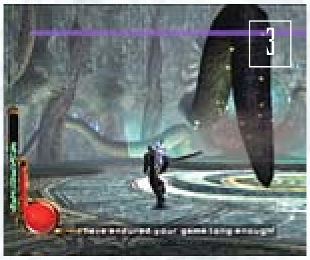
Defensive: It willl always starts out in a defensive state, visible by a bright green shield that protects the vulnerable central Eye. In this state the Elder God will mainly attack you with his tentacles unless you approach too close to the eye and they you will receive a bright blue blast of soul energy (❶). You will have to jump the sweeps (❷) and dodge the strikes (❸) of the tentacles until they run out of energy. The sweeps should be pretty easy to jump and remember that you can hit jump again to slow your decent. After several attacks the tentacle will become listless and it will rest on the ground as blue sparkles emitting from it. At this point they are vulnerable to attack. (❹) It should take two strikes to destroy the tentacle.

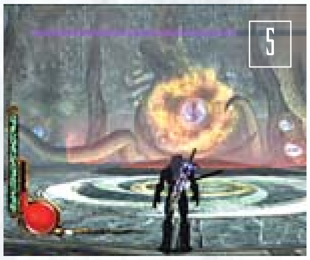
Vulnerable: One the tentacle are destroyed it will cause the Elder God tremendous pain and it will drop its protective shield on covering the central eye. Run up to it jump and attack as many times as you can.

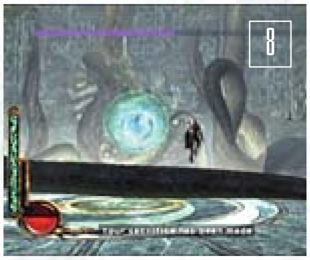
Offensive: After it recovers it will enter the offensive state, made obvious by the bright red and orange glow surrounds the central eye (❺). During this state of attack the Elder God's eye will attack you directly with a variety of projectiles. The blue ones must be dodged with the proper timing (❻) by jumping or dodging right before they hit you. The green ones that appear later are harmless but they will try to trick you into jumping or dodging into them (❼).

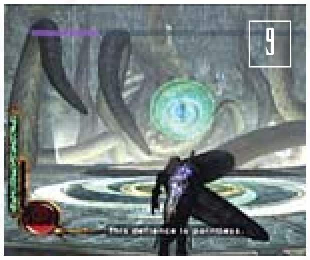
General: As the Elder God's rage subsides he will shift back into defensive mode once again and will repeat the cycle. As you progress in the battle the tempo will increase with two and then three tentacles(❽). It is important to note that it takes two hits per each tentacle to destroy it, so when there are multiple limbs flailing around be sure to foucs on one and deliver both hits to the same tentacle. Also, as the boss ramps up the projectiles frequency will increase as well (❾). The bosses ramping is directly correlated to the damage it has taken it is not time based. If your having trouble with tentacles try hanging out on the far left side just in front of the tentacles. The sweeps wont be able to hit you and as long as you run in a circle the whip like strikes will miss you as well, for the most part.. The added advantage of this simple evasive tactic is that you will be close to the eye and you should be able to jump and get seven hits in.











Archons

Class Statistics

Fatalized:	No
TK Throw:	No
TK Slow:	Yes
Burnable:	No
Possessable:	No
Encountered By:	Raziel
Plane:	Spectral

Archons are the spectral envoys of the Elder God. These highly intelligent hunters swim through the currents of the Spectral Plane in search of souls to devour for the God they are symbiotically connected to (much like Raziel). The Archon's appearance and movement are highly cephalopod and crustacean in design. Their more predominant features include a large gaping maw, which they use with sinister aggressiveness to devour souls and an alien bioluminescent glow, which plays along their sinuous form during feeding.

Type: Reaper Archon

Quick Overview: Flies to player, Autofaces at air combo height, Energy draining leash attack.

Description: The Reaper Archon is the smaller of the two types of Archons. They are built more for speed and quickness than strength and prefer to attack while floating along the spectral currents they effortlessly swim through (generally keeping within easy Air Combo height of the Player)

Special Attacks/AI: Draining Leash – The Reaper Archon's main form of attack other than swiping with their claw like forearms is a leash-like chain of energy, which can be latched onto its prey. As long as the chain of energy is intact the Reaper Archon will continually drain health from the victim. However this draining link between hunter and hunted can be disrupted if the Reaper Archon is attacked and successfully hit.

Strategy: The main unique part of the Reaper Archon's strategy is position in relation to the character. As this is the closest thing to a 'flying' enemy we have it can only be reached and dealt with at air-combo level. Efforts will be have to constantly be made to cancel out the drain leash as the player deals with this enemy by successfully forcing or hitting the Reaper Archon while engaging with its sinuous swooping movements.

Type: Dreadnaught Archon

Quick Overview: Hovers close to the ground, Immobilizing Projectile, Complimentary transnational attacks that cause Energy Drain Leash.

Description: This second type of Archon (the "Dreadnaught") is the larger and stronger than its predecessor. One could relate them to being the 'heavy infantry' of the Archon world. Due to their size and lack of speed they prefer to stay close to the ground while still exhibiting the same sinuous swimming the Reaper Archon's do.

Special Attacks/AI: Projectile Hold – The Dreadnaught Archon's main form of attack other than swiping with their massive hook-like arms is a projectile of spectral ichor. If this projectile strikes the player its spectral webbing will cause Raziel to become immobilized. This chain is initiated via a projectile of energy that if hits will cause the victim to become immobilized. Once immobilized the Dreadnaught Archon will approach the victim and attempt to slam its massive claws into their vulnerable flesh. Most of the time if the opponent is not held then the Archon will stay back away from the prey until a successful projectile attack.

Energy Draining Leash – The Dreadnaught Archons second form of attack is a energy draining leash very similar to the Reaper Archon. This can be started from a successful melee hit but is most often used in conjunction with the Projectile Hold. As the prey will be completely vulnerable during the Hold the Reaper Archon is free for a moment to initiate this health draining ability without resistance. Once latched on the Dreadnaught Archon will back off in an attempt to protect this connection.

Strategy: The main strategy here will be defensive in nature both for avoiding the projectiles and the deadly swipes of its claws. The energy drain and throw of the claws makes them very vicious attacks. If you are caught in its deadly hold, tap attack rapidly to break free. Strafe around them for an opening and deal as much damage as you can.

CLASS STATISTICS

Fatalized	Yes (Kain/Raziel)
Thrown	Lift, Acquire, Force, Last Combo
TK Throw	Yes
TK Slow	No
Burnable	Yes
Possessable	Yes
Encountered by	Raziel/Kain
Plane	Material

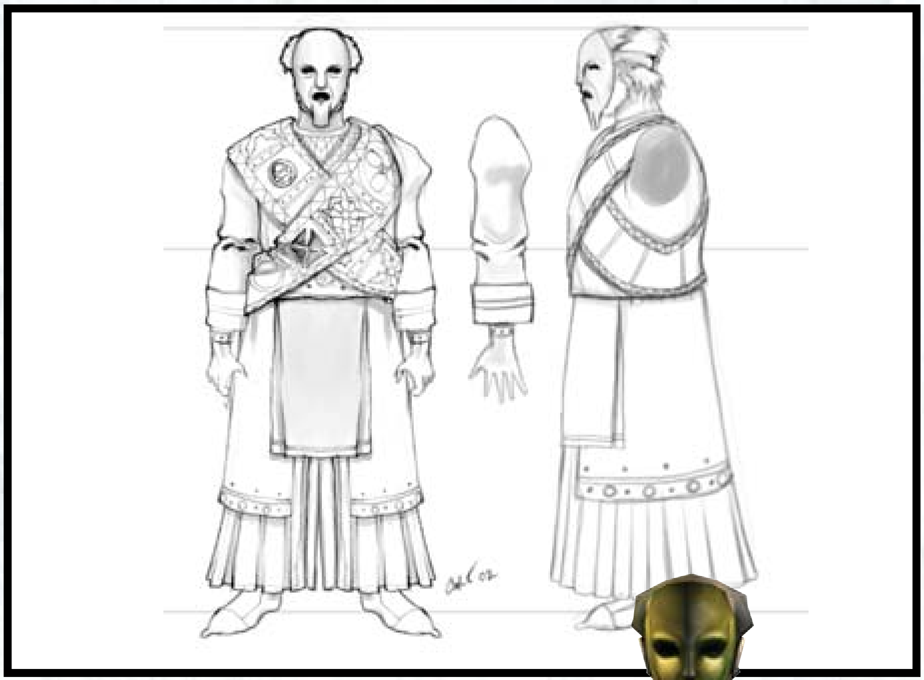
CENOBITES

The Cenobites make their home within the Cathedral of the city of Avernus. They typically dress themselves in opulent robes and all members of their order wear sinister looking Greek tragedy masks. On the surface the Cenobites are a benevolent priestly order. Outwardly they care for the people of Avernus by providing basic law enforcement, health care and political representation. However appearances can be deceiving. Below the surface halls of their kind philanthropic Cathedral lie miles of secret halls and temples dedicated to their long hidden blood god. Their depravity runs as deep as their secret halls, conducting in forbidden dark arts and kidnapping hapless travelers to feed their monster god.

TYPE: CENOBITE SUMMONERS

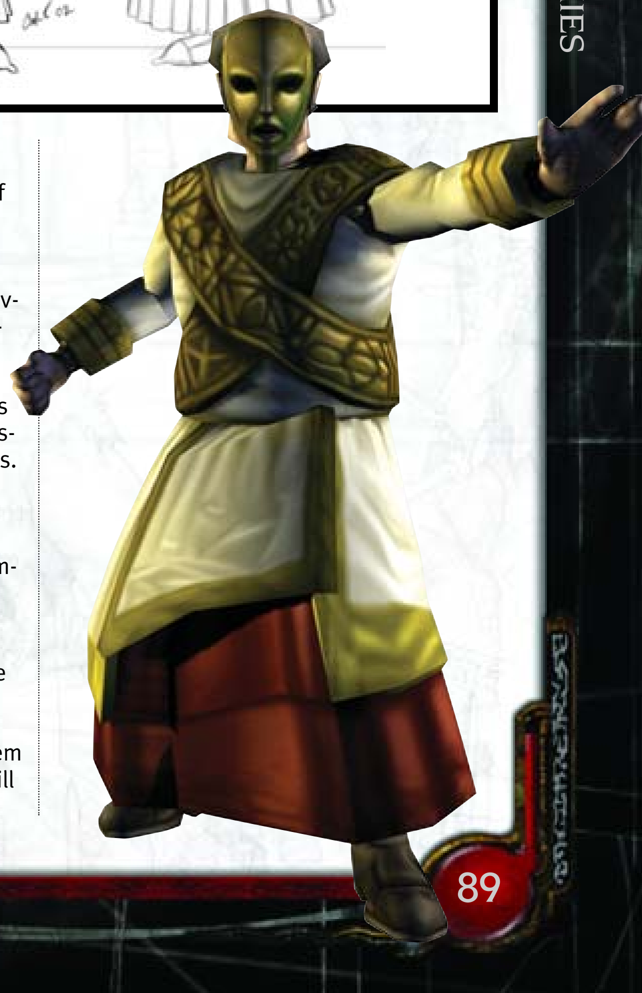
Quick Overview: Full Cenobite priests have the ability to summon Fire and Lightning Demons from the Demon Realm to fight for them in combat. They can cast a protective glyph shield around themselves. The floating runes of the glyph shield will absorb all damage until they are destroyed. They can also serve a support role in combat by projecting elemental fire from the Demon Realm at their enemies. The less powerful but identical-looking Cenobite Acolytes doesn't yet have the power to summon or protect themselves with the glyph shield. However, they have mastered the projection of fire, and will rush their enemies fanatically.

Description: They have been privileged to its deepest and darkest secrets. Because of their prestige, they tend to stay the furthest back from you to remain safe and to give them plenty of room to conjure their dark arts. These Summoners can use their weapons for melee, but prefer to use their magic to deal with any threats.



Special Attacks:
Nether Rift: The first and most powerful of their abilities is a ritual to call servants from the demon realm. This servant takes the form of the formidable Fire Demon. Once summoned this creature will be forever loyal to the Cenobites, even if the original Summoner dies.
Demonic Benedictions: Their second set of abilities is rituals to bless their brothers and summoned Demons with unholy blessings. These blessings can take many forms.

Strategy: Cenobites are very powerful magic users and if you learn one thing in this game it is that you should always eliminate the spell casters as fast as possible. Always try to eliminate them before they can summon and cast their unholy blessings. One they have blessed their allies be sure to take out the weakest and unenchanted enemies first. There is a lot of incentive to stun, freeze or immobilize them since they can call in a Fire Demon that will really complicate the battle.



Chained Humans

CLASS STATISTICS

Fatalized	Kain, Raziel, TK Sucks and Blade, No Close Sucks
Thrown	No
TK Throw	No
TK Slow	No
Possessable	Yes
Burnable	No
Encountered by	Kain/Raziel
Plane	Material

Chained humans are the pitiful victims of any number of maligned causes or creatures. At one time they lived normal lives amongst their brethren. Yet, through some great misfortune now lie helpless at the whim of their captors. Whether under the hold of a Vampire, the Cenobites or even just a normal yet nefarious human, they serve only one purpose ... as cattle. Raziel or Kain can use these helpless humans as fodder to feed their insatiable hungers for blood or soul. However, these humans long imprisonment have left their languished bodies and weakened minds vulnerable to Hylden possession

TYPE: CHAINED FEMALE

Quick Overview: Helpless fodder, used to feed Kain or Raziel, can transform into a Hylden Possessed.

Basically there is no real differentiation between the Chained Female and Chained Male other than the appearance and sound.

Special Attacks

•Hylden Possession: Because the weakness of their tortured minds and bodies, the Chained Female is especially vulnerable to a very strong Hylden possession (transforming them into a Hylden Possessed).

TYPE: CHAINED MALE

Strategy: Using sparingly as health power-ups or throwing off walls from a distance to avoid Hylden possession.

Description: Basically there is no real differentiation between the Chained Female and Chained Male other than the appearance and sound.

Special Attacks:

•Hylden Possession: Because of the weakness of their tortured minds and bodies, the Chained Male is especially vulnerable to a frightfully strong Hylden possession (transforming them into a Hylden Possessed).

Tentacles

CLASS STATISTICS

Fatalized	No
Thrown	No
TK Throw	No
TK Slow	No
Possessable	No
Burnable	No
Encountered by	Raziel/Kain
Plane	Material/Spectral

TYPE: TENTACLES

These cross-planar creatures are one of the many extraplanar beings that have found their way slowly into Nosgoth as the pillars have decayed. Normally they reside within the spectral realm, however the weakened boundaries between dimensions have allowed them to enter into the material world. Normally resting hidden beneath the ground they wait patiently for a helpless victim to wander by unbeknownst of their presence.

Special Attacks

• Tentacle Grab: The tentacles are able on a successful hit to wrap around Raziel or Kain and use their massive strength to hold them vulnerable in place. These grasping arms can slowly drain your health so rapidly tap attack to escape.

Strategy

If you are caught in its deadly grasp, hit attack to break free quickly. These are nuisance enemies that generally cause more trouble than harm. Walk in a circle to entice the limbs to appear and then sever them quickly.

DEMONS

CLASS STATISTICS

Fatalized	Raziel/Kain, TK Sucks and Blade, No close sucks
Thrown	No
TK Throw	No
TK Slow	Yes
Possessable	No
Burnable	No
Encountered by	Kain/Raziel
Plane	Material/Spectral

After the corruption of the Pillars of Nosgoth, the barriers between dimensions began to weaken.Slowly Nosgoth began to be overrun with dark creatures from outside the bounds of normal reality. These massive creatures are a prime example of the types of beings that now roam and stalk the face of Nosgoth. Appearing in two major varieties, these highly aggressive behemoths can easily move from the spectral to material plane at will, because of the weakening of the boundaries between the planes themselves.

TYPE: LIGHTNING DEMON

Description: This variant of abyssal demon seemingly has been spawned from lightning pummeled depth of some wind blown and storm enraged dimension. This demon prefers close range usually but can easily supplement itself at long range with its quick and accurate lightning projectiles. Whether at close or medium range, the demon's options of attack are many in number and all brutal.

Special Attacks

•Crack of Lightning: This bread-and-butter attack of the Lightning Demon utilizes its massive pinchers to call out and focus the tremendous electrical forces that writhe within the confines of its infernal body. These blasts are as quick and deadly as a lightning bolt from the sky.

•Electrical Displacement: The secondary ability of the Lightning Demon is the ability to teleport itself between two points. As quick as a bolt of lightning, the Lightning demon is able to dissolve its physical form into pure electricity. Thusly transformed the Lightning Demon can instantaneously travel through the material realm and reform its body at a completely different location. This ability is extremely devious as it provides both a quick escape in times of trouble and as well a devious and offensive strategic move.

TYPE: FIRE DEMON

Description: This variant of abyssal demon seemingly has been spawned from the fiery inferno of some black and hopeless dimension. Preferring a close range, this demon spawn will rush up and wield its thunderous strength against its targeted prey. Once at close range, the demon's options of attack are many in number and all brutal.

Special Attacks:

•Breath of the Inferno: Opening its massive fanged maw, the Demon can unleash a torrent of blazing fire before it. This is a close- to medium-range attack designed for area of effect. Seeing the windup for this attack, the victim could evade this by quickly dodging around behind the occupied Demon to safety.

Strategy: Ultimately if these come from a Summoner, you should try to kill the caster before he can summon them. Your hits do not interrupt the demon’s assault, so use a dodge-and-counterattack strategy. You should not engage the demon until it attacks, while dodging in the appropriate direction (such as behind it). Once you get an opening, beat on it until you have to back off, because of another approaching attack. Take your time and they will fall soon enough.

FERAL HUMANS

CLASS STATISTICS

Fatalized	Kain/Raziel
Thrown	Lift, Acquire, Force, Last Combo
TK Throw	Yes
TK Slow	No
Possessable	Yes
Burnable	Yes
Encountered by	Kain/Raziel
Plane	Material

Feral Humans belong to a wild and uncivilized tribe or group of human beings who have degenerated over the centuries into nothing more than wild and untamed savages. They reside within the crumbled Vampire Citadel, which they hold as an extremely holy and reverend place. Feral Humans worship Vampires and therefore try to primitively emulate their abilities or behavior.

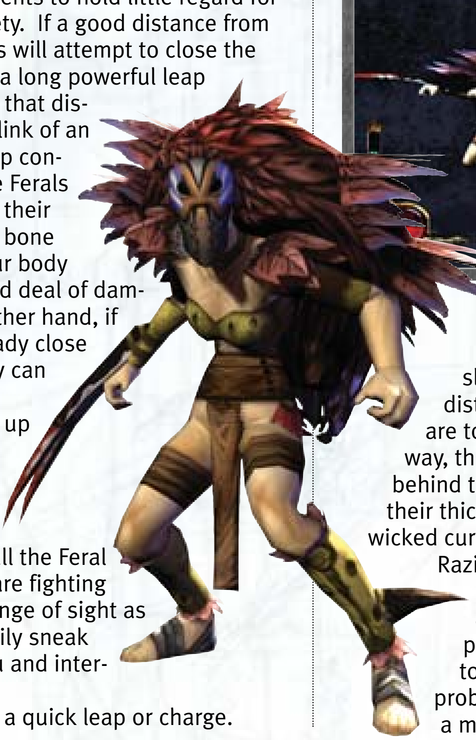
TYPE: FERAL HUMANS (MALE)

Description: There is no difference between the Feral Female and Feral Male other than one of visual appearance.

Strategy
Keep constantly aware and ready for attack, as the Feral Humans rely upon surprise attacks. They will try to overwhelm you by charging from different angles and picking chipping away with projectiles. Fight them aggressively to prevent their rampage and you should be able to easily combo them even in groups.

Feral Human Special Abilities

•Charge and Leap: The Feral Humans though not trained in combat are still are vicious opponents to hold little regard for their own safety. If a good distance from you, the Ferals will attempt to close the distance with a long powerful leap that will close that distance in the blink of an eye. If this leap connects then the Ferals will try to ram their long powerful bone claws into your body causing a good deal of damage. On the other hand, if a Feral is already close up to you they can additionally instead sprint up and ram their bodies into you. Make sure to always keep all the Feral Humans you are fighting within your range of sight as one could easily sneak up behind you and interrupt your assaults with a quick leap or charge.



TYPE: FERAL HUMANS (FEMALE)

•Bone Rain: The Ferals also have one more trick up their sleeves. If unable to close the distance to you because there are too many of its bretherin in the way, they are also are able to reach behind their back and pull out from their thick ornamental back plates a wicked curved bone blade. Aiming at Raziel or Kain, the Feral can lob this projectile high up into the air. The large high arc of this projectile makes it very difficult to predict and dodge as it will probably leave the field of view for a moment as it arcs into the air.

SLUAGHS

CLASS STATISTICS

Fatalized	No
Thrown	Lift, Acquire, Force, Last Combo
TK Throw	No
TK Slow	Yes
Possessable	No
Burnable	No
Encountered by	Raziel
Plane	Spectral

TYPE: SLAUGH

Slaugh are at the bottom of the spectral food chain. Like hyenas, they will attack ferociously in groups, but flee when confronted one on one.

Special Attacks: Can devour souls to reform their spectral bodies when critically hurt.

Strategy Slaugh are a fast pack-based enemy that rush in quickly and attack as long as complemented by their "pack". They become rather cowardly once wounded or alone, so after you kill a few of them hunt down the stragglers before they have a chance to regroup. Slaughs actually possess another unique threat - the fight over valuable souls. These ghastly beasts will devour any souls they can and will even feed on each other's souls to reanimate themselves.

POSESSED

CLASS STATISTICS

Fatalized	Raziel/Kain
Thrown	(P) Yes, (T) No
TK Throw	Yes
TK Slow	No
Possessable	No
Burnable	No
Encountered by	Kain/Raziel
Plane	Material

Due to the weakening of boundaries that separate the various planes of existence, the Hylden's strength over the realm of Nosgoth is increasing. This allows them within various degrees the ability to possess hapless victims and subvert them to their cause. Usually this involves the invasion of the host by a transient disembodied Hylden soul. Once taken over the effects can be varied. The lightest possessions merely increase the strength and ferocity of the victim, while the heaviest can not only re-purpose the mind for their uses but the very skin and bone as well. In these heaviest of cases, the very body of the host is twisted and disfigured into monstrous size and deformity.

TYPE: THE TRANSFORMED

Description: When the Hylden possessor is especially strong, and the host is sufficiently weak, the Hylden will completely transform their hosts into a grotesque beast of flesh. This creature has great strength and the ability to grab and slam its enemies like rag dolls. These intense Hylden energies will eventually consume the unfortunate host.

Special Attacks

•Grab/Throw: In addition to increased strength and the possibility of throwing you when hit, the Hylden will be able to grab on to you and throw you causing damage.

Strategy

The strategy here is consists mainly of quick attacks that avoid the Hylden's grab attack. Concentrate on direct combat rather than TK powers due to Hylden's resistance to it.

TYPE: THE POSSESSED

Description: The Hylden take advantage of the weak-willed or injured humans as a conduit to re-enter the world of Nosgoth. An intense green Hylden glow from their eyes and their ferocious claws and jump attacks mark one of the possessed.

Special Attacks

• Grab/Throw: In addition to more damage, the Hylden possessed can use their greater strength to grab on to and hold or throw you.

CLASS STATISTICS

Fatalized	Raziel/Kain
Thrown	Lift, Acquire, Force, Last Combo
TK Throw	Yes
TK Slow	No
Possessable	No
Burnable	Yes
Encountered by	Kain/Raziel
Plane	Material

Revenants

Revenants were once normal corpses that have been possessed by disconnected Hylden souls. Usually these appear in the old and ruined places of Nosgoth where ancient corpses lie buried from forgotten battles. However, there are few places in Nosgoth free from conflict at one point or another. As with all Hylden possession, the Revenants eyes glow a sickly shade of green. They fight with aggressive abandon with the very rusted and broken weapons that failed to protect them in life.

Type: Human Revenant

Description: This most basic and common form of Hylden possession is that of a human corpse. Bearing the least strength, agility and endurance these are the weakest form of revenant. Due to the prolifera-tion of human corpses over the era they are also the most common.

Special Attacks

• Grave Spit: The ranged ability of the Human Revenant is a projectile of green Hylden energy, which is literally spat at the player. This projectile does not track and does minimal damage. The Human Revenant does not rely heavily upon it, but uses it infrequently when its prey is out of melee range.

Type: Vampire Revenant

Description: his is the second strongest form of Revenant as its host is the corpse of an ancient winged vampire. The vampire's endurance and magical nature in unlife carries on with the newly possessed Vampire Revenant to create a much tougher and resilient host. Encountering these is slightly rarer however as Vampires though once common in Nosgoth are still short in number compared to the teeming masses of Human corpses littering the deep unforgiving soil.

Special Attacks

•Telekinetic Immunity - The increased strength of a vampire body allows the Hylden soul possessing it to gain at times immunity from telekinetic forces. At times summoning its strength the Vampire Revenant can thusly surround its body in a protective shell of blue and green lightning. As long as this powerful shield is in place the Revenant will ignore any attempts to acquire it telekinetically and additionally any forcebolts will be instantaneously deflected.

Type: Hylden Revenant

Description: The strongest form of Revenant is created when a Hylden soul possesses a dead Hylden body. The perfect resonance of host and soul provides the Hylden Revenant with undead strength and agility surpassing that of the lesser Revenants. Additionally this resonance amplifies and projects the Hylden Revenants anger and insanity, wreathing their new physical body in a berserker rage.

Special Attacks

•Berserker Rage - Due to the resonance of possession between a Hylden soul and a Hylden body, the Hylden Revenant gains a state of berserker strength and speed. Lashing out with its amplified furiousity the Revenant becomes a deadly enemy. While within this berserker state it will shrug off and not even react to any blows upon its decaying form, allowing it to attack with deadly and reckless abandon.

Strategy

Even though these corpses are reanimated with some new abilities they don't represent much of a challenge. There projectiles are not very powerful and in close range you will have a big advantage. Attack them aggressively for you have nothing to fear from the undead.

CLASS STATISTICS

Fatalized	Kain
Thrown	Lift, Acquire, Force, Last Combo
TK Throw	Yes
TK Slow	No
Possessable	Yes
Burnable	Yes
Encountered by	Kain
Plane	Material

SARAFAN

The Sarafan are the current ruling class in Nosgoth. Their organization is very much similar in form and design to the Templars or the Knights of Malta. Subsequently like Paladins or other forms of warrior priests, the Sarafan gain and hone their strength in battle with strong steadfast beliefs, faith and religious fervor. Far from benevolent, they have grown overconfident and self-assured that the cause they so willingly shed blood for is inherently good and just. This singular fact has led to corruption, opulence and the slow degradation of their personal and public morals. The Sarafan hoard riches inside their "religious" strongholds and flaunt their wealth by adorning their armor and weapons with jewels and gold. While just outside their golden walls, the workers and peasants are left to struggle against poverty that is so strongly furthered by the Sarafan's heavy handed and brutally enforced taxation. Possibly the only benefit Nosgoth actually receives from this militant order of corrupt knights stems from their virulent and commonly practiced designs for the eradication of the Vampires.

TYPE: SARAFAN ARCHER

Description: The Sarafan Archer fight from the rear ranks of a group of Sarafan warriors. They use burning arrows, causing great pain to Kain from a distance.

Special Attacks
Long-range arrow attacks

TYPE: SARAFAN ZEALOT

Description: The Sarafan Zealots are highly skilled, ambidextrous warriors who fight with a weapon in each hand. They can drive themselves into a righteous fury in battle, and are nearly unstoppable in this state.

Special Attacks
None

TYPE: SARAFAN TEMPLAR

Description: Templars are accomplished soldiers who wield a powerful two-handed claymore. The weapon gives them the ability to strike powerfully from a distance and defend against an incoming attack.

Special Attacks
None

TYPE: SARAFAN CRUSADER

Description: The lowest-ranking Sarafan warriors fight with a two-handed polearm. They are rank-and-file warriors who serve faithfully and aspire to one day rise to the rank of Templar or Inquisitor.

TYPE: SARAFAN INQUISITOR

Description: The Sarafan Inquisitors support their brethren in battle with a variety of spells, including:

- Heal: The caster can heal serious wounds on a single ally at will.
- Amplify Damage: This powers up the attacks of all allies affected by the spell, and shows up as a red lightning bolt on their weapons.
- Berserk Shield: An ally protected by the Berserk Shield will attack furiously and feel no pain when hit, although he continues to take damage.

The Inquisitors are also able to call forth a mortar-like burst of holy projectiles to attack opponents at a distance. In addition, they have the ability to initiate a radial blast attack to throw back opponents who venture too close to them in combat.

Strategy: The main strategy when fighting a group of Sarafan is setting your priority. Take out the spell casters first to remove their ability to enhance their allies. Then focus on the Archers in the back. Although they are weak compared to their brethren their volley of arrows can be a harsh distraction. After they are eliminated go for the Zealots who have a nasty habit of charging in on you. Although the Templars are more powerful they are more skilled warriors that can block and are often best left to be dealt with once you have removed a lot of the other threats. These enemies often attack in large groups and when they do be sure to use your Reaver spells.

Class Statistics	
Fatalized	No
Thrown	No
TK Throw	No
TK Slow	Yes
Possessable	No
Burnable	No
Encountered by	Kain/Raziel
Plane	Material/Spectral

Shades

Shades are malignant undead creatures formed from the shattered remnants of creul and malicious souls that coalesce and shift through the spectral wastes. Shades are insubstantial creatures bearing little physical form other than dark clouds of mist or vapor and brightly glowing eyes. Normal weaponry does little to their shadow-bound forms. However they are easily harmed by the attacks of magical artifacts such as the Reavers, magical spells and telekinetic forces, which can easily disperse their body. Shades hide in shadow, lurking in darkened corners and shady patches on walls, floors and ceilings. They seek to ambush Raziel and Kain, dragging themselves forth from their hiding places on spindly limbs. Due to the weakening of the dimensional barriers, the Shades can now exist both within the material and spectral realms.

Type: Lesser Shade

Description: This is a lesser and smaller form of Shade yet still a formidable opponent. Though less aggressive than their larger counterparts they still attack with reckless abandon. As they are fairly newly formed they do not have the same power over the surrounding shadows as the Greater Shade does, but can instead manipulate their own shadow body with devastating effect.

Type: Greater Shade

Description: The Greater Shade is the largest of the three varieties of Shades. Its dark, turbulent body shifts and swirls with shadows blacker than night. Being the most powerful of its kind it is the most aggressive. Preferring a somewhat close range stance this immense ephemeral shadow is a most intimidating opponent.

Special Attacks

•Shadow Charge: At medium combat range, the Greater Shade can quickly propel itself at its victim, bashing him with their shadow-formed bodies. This move is quick and deadly, but as it propels the Shade's entire body, it leaves the Greater Shade at a slightly closer range than it normally prefers. This, in turn, leaves them slightly more vulnerable to a quick counter attack.

Strategy

These vaporous enemies can be dispatched in two hits and don't represent much of a threat by themselves. However, they often appear in groups and will use a swarming effect to try to overwhelm you. Simply, continue slashing and the auto lock feature will take them out nicely. There is very little need to ever dodge or avoid these enemies. Be aggressive and clean house.

STATUES

CLASS STATISTICS

Fatalized	No
Thrown	No
TK Throw	No
TK Slow	Yes
Possessable	No
Burnable	No
Encountered by	Raziel/Kain
Plane	Material

Guardian statues were once merely normal statues. However through vampiric magic have been animated for various purposes. Generally they are set as guardians of important places of objects. In their normal state they appear to be but normal statues, motionless and unreactive. However once the proper state set by the enchantment is triggered (i.e. a creature approaching a valuable artifact or attempting to enter a forbidden area) then the spell will take hold animating the one lifeless statue and transforming it into a powerful guardian. he form and function of guardian statues can vary from one type to another, but generally they can only be made vulnerable to attack at specific moments.

TYPE: VAMPIRE GOLEM

Description: The Vampire Golem is the lesser version of statue that Kain and Raziel will have to encounter. Created from lesser stone and weaker enchantments it has much less endurance, speed and magical defense. It's attacks are still very strong though and they will knock any opponent hit flying. The Vampire Golem has no glyph shield but instead bears a kinetic aura that helps absorb blows against it.

Special Abilities

• Kinetic Shield: At all times the Vampire Golems has a kinetic shield surrounding its body (shown with a bright glow). As long as this shielding is up, any attacks upon the statue will only cause very minimal damage. Because this enchantment costs a large amount of the statue's magical reserve, any extreme action on the Statue's part will cause the shield to momentarily fade out. This means that after each massive swing the Statue is momentarily vulnerable during its recovery to Raziel or Kain's melee assault.

TYPE: GUARDIAN CONSTRUCT

Description: This is the larger of the two varieties of statues that Kain and Raziel encounter. Once activated the shoulders, eyes and head of the statue flame with virulent ferocity. Their attacks are strong and swift causing any unaware victim to be thrown upon contact. The Guardian Construct has not only been blessed with massive strength and endurance but as well a magical flaming shield which protects them from harm

Special Attacks

• Fiery Shield - This shield protects the Guardian Construct coating their stone skin in wreaths of blazing fire. s long as this shield engulfs the Construct any attacks made upon it will cause a backlash of flame that will sear and incinerate the attacker.

• Fireball: The Construct will pause with its sword held upright as it concentrates and focuses its fiery energy in to a projectile.

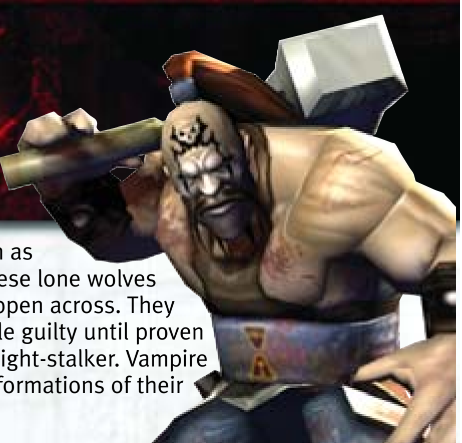
Strategy

The strategy with these large guardian statues both has to do with their vulnerability and invulnerability states. The Vampire Golems can only be attacked during the recovery of its attacks. Lure the Statue to attack, dodging and then retaliate with a quick combo. The Guardian Constructs will require a lot more patience as you will need to dodge its fireballs and wait for it to drop its Flaming shield. Even after it shielding is gone it can still strike you with its sharp sword. It is a lot faster than in animated counterpart but the same strategy applies. Entice it to swing and when it misses take full advantage of the opportunity.

CLASS STATISTICS

Fatalized	Yes (Juggernaut has no Fatal)
Thrown	Lift, Acquire, Force, Last Combo
TK Throw	Yes
TK Slow	No
Possessable	Yes
Burnable	Yes
Encountered by	Kain/Raziel
Plane	Material

Vampire Hunters



In the days of Moebius' genocidal reign over Nosgoth, freelance Vampire Hunters replaced the Sarafan as the scourge of the blood-sucking menace. Sleazy, vicious and driven by greed rather than ideology, these lone wolves wander the land in small packs, bringing brutal ends to the lives of any unfortunate Vampires they happen across. They typically claim grisly trophies as proof of their success. They consider all unusual and unfamiliar people guilty until proven innocent and are not reluctant to murder social deviants on the slight chance of terminating another night-stalker. Vampire Hunters are enthusiastic and skilled fighters, but undisciplined. They never fight in the tight strategic formations of their Sarafan predecessors, preferring small groups with little organizational structure.

Type: Vampire Hunter, Juggernaut

Description: The Juggernaut Vampire Hunter is a giant-sized human wielding a massive sledgehammer. When he is attacked, he immediately counters with a crushing blow of his hammer, the momentum of which makes it nearly unstoppable. The Juggernaut's greatest weakness is being forced into an extended fight. He will grow slower and weaker as he takes damage, eventually becoming so tired that he lacks the energy for a counterattack.

Type: Vampire Hunter, Ascetic

Description: The Ascetic Vampire Hunter has a unique fighting style using only his feet. When hit, he becomes enraged, attacking with a flurry of powerful kick attacks.

Type: Vampire Hunter, Mercenary

Description: Mercenary Vampire Hunters are almost always female, and fight with a long-bladed staff. This weapon allows them to inflict a crushing blow from a distance. They will use the extended reach of their weapons to keep a healthy distance between themselves and their prey.

Type: Vampire Hunter, Sorceress

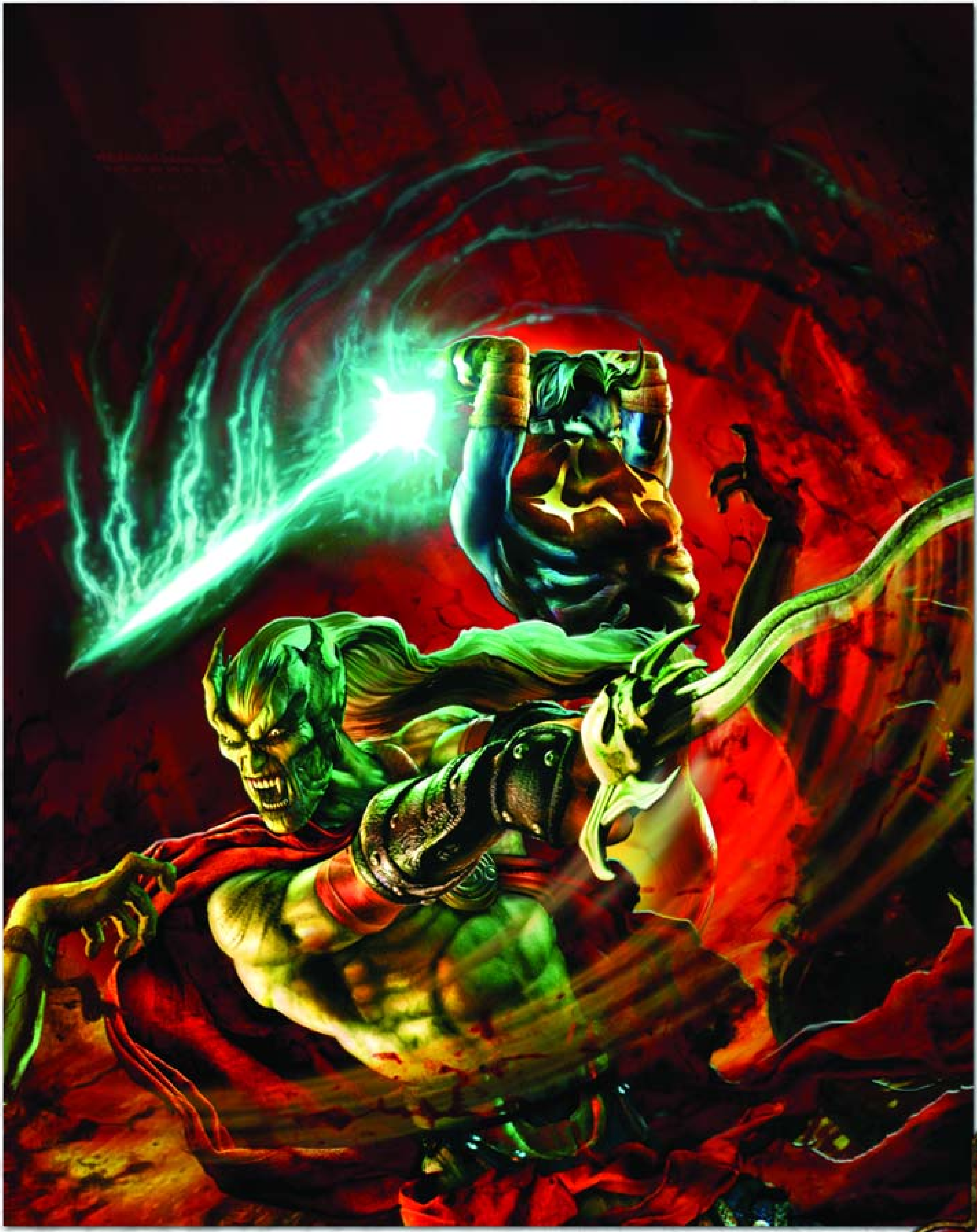
Description: Vampire Hunter Sorceresses are able to cast powerful fireball attacks at their opponents. When enemies comes close, Sorceresses have the ability to either teleport away from them or use a radial blast attack to knock their opponents off their feet. For defense, Sorceresses have the ability to cast a protective glyph shield around themselves. These floating runes will absorb all damage until they are destroyed. In addition to these combat abilities, Sorceresses are able to support their comrades with spells, which enhance their abilities, including:

- Amplify Damage: Displayed as a red lightening bolt on the weapon, this causes attacks to do more damage in combat.
- Regeneration: The Sorceress has the ability to heal groups of allies. This appears as a gathering yellow glow around the affected ally.
- TK Shield: Protects one ally from the mental TK powers of his prey with this shield spell. It appears as a violet glow around the affected ally.

Type: Vampire Hunter, Pillager

Description: The Pillagers are quick, mobile support fighters, who like to stand in the back of a battle and lob projectile firebombs at their enemies. They can also roll into combat range for a quick melee attack when their comrades have fallen.

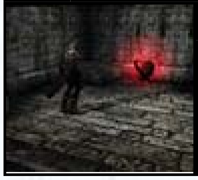
Strategy: Like the other groups, the key is to assign priority to the spell casters. Your next goal should be the projectile lobbing pests. These enemies try to stay out of range but close in on them and take them out. While it may be hard to avoid the large Juggernaut it is easier to take him out once your Reaver is charger with Light or Air. Use the other enemies for fodder and then easily take out the Juggernaut by blinding or spinning him around. Also, he has very low endurance and will eventually become weak enough to kill with simple repeating slashes. The Mercenary will try to use its range to their advantage, so dodge to the side and let them have it.



Items

Kain — Chapter 1 Items

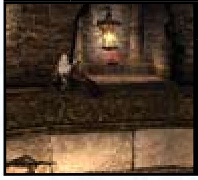
Health Talisman #1



Location

Dungeon – In a cell right in front of the staircase.

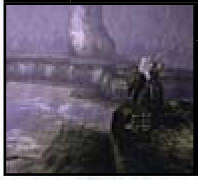
Health Talisman #2



Location

Training Area – Covered with a tapestry behind a breakable wall that becomes available after completing the dummy training.

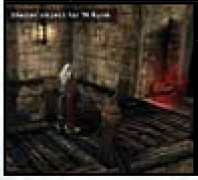
Health Talisman #3



Location

Cistern – In the corner on the dirt path to the left of the stalactite.

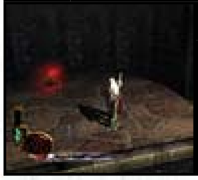
TK Ruin #1



Location

Wall Cavity – At the top of the room across a little bridge spanning this room.

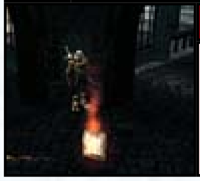
TK Ruin #2



Location

Small Battlement – On upper walkway to the left above an entrance/exit.

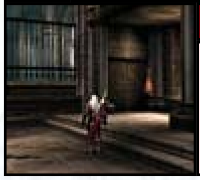
Arcane Tome #1



Location

Cloister – In the first corner of the inside walkway.

Arcane Tome #2

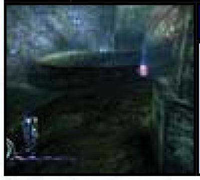


Location

Sanctuary – Right hand corner under the balcony just before the gate.

Raziel — Chapter 2 Items

Arcane Tome #1



Location

Elder God Chamber – follow the path clockwise around a large pillar.

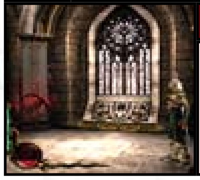
Arcane Tome #2

Location

Sunken Tomb – In a small room on the bottom to the right of checkpoint.

Kain — Chapter 3 Items

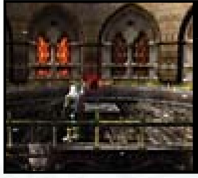
Health Talisman #4



Location

Sanctuary – On the upper area after you Super leap across, to the left of the walkway.

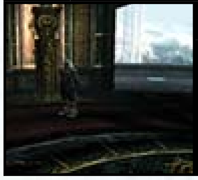
HEALTH TALISMAN #5



LOCATION

Main Battlements –After taking Malek's Sword follow the balcony to find this item

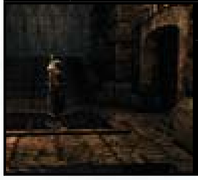
HEALTH TALISMAN #6



LOCATION

Upper Tower – After the cinema with Moebius, look around the room to find this item.

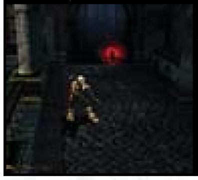
TK RUNE #3



LOCATION

Dungeon Passage – Up two flights of stairs in the cell on the right.

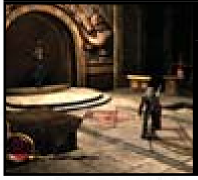
TK RUNE #4



LOCATION

Cloister – Upper level at the very end of the walkway.

ARCANE TOME #3



LOCATION

Relic Room – Right next to the pressure sensitive switch.

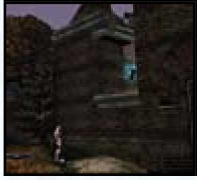
ARCANE TOME #4

LOCATION

Gate House 1 – Turn the statue to open the door where you get the Fire Emblem.

Raziel CHAPTER 4 ITEMS

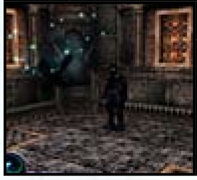
HEALTH TALISMAN #1



LOCATION

Main Cemetery – On the window sill near the Tomb Entrance where you started.

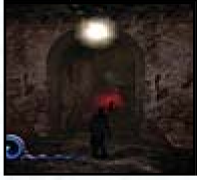
HEALTH TALISMAN #2



LOCATION

Dark Forge – in a room behind a breakable wall in the lower level.

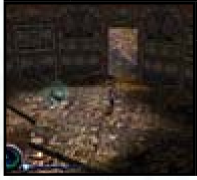
HEALTH TALISMAN #3



LOCATION

Tomb Hallway – Requires Light Reaver. Climb up the wall and jump across to use the Reaver to unlock a door to this item.

TK RUNE #1



LOCATION

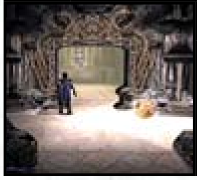
Upper Main Cemetery – On the upper level at the left end of the central hub that connects the tow upper exits.

TK RUNE #2

LOCATION

Kain's Mausoleum – Requires Light Reaver. To the right of the coffin, jump up the ruble to a ledge and activate the orb.

ARCANE TOME #3

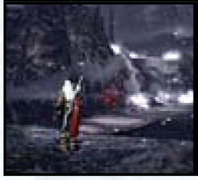


LOCATION

Light Forge – behind a breakable wall on the lower level.

Kain — Chapter 5 Items

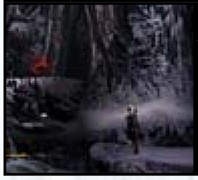
Health Talisman #7



LOCATION

Pillars Clearing – On the second large stone in the pond.

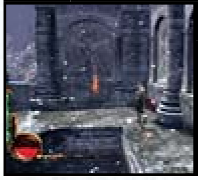
TK Rune #5



LOCATION

Cemetery Vista Point – On a ledge to the left of where you acquire the Dimension Emblem.

Arcane Tome #5



LOCATION

Entrance to Garden Citadel Vista – on the upper ledge after you jump up from the broken pillar.

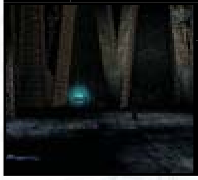
Raziel — Chapter 6 Items

Health Talisman #4

LOCATION

Cemetery Vista Point – At the beginning of the level in the center of the first forced battle.

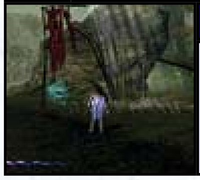
Health Talisman #5



LOCATION

Air Forge – near the Corpse Host in the Guardian room.

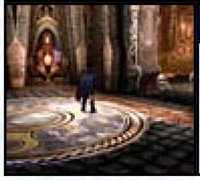
TK Rune #3



LOCATION

Pillars clearing – near the entrance path by a red flag to the connector to Vorador's Mansion.

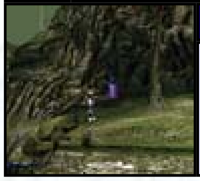
Arcane Tome #4



LOCATION

Fire Forge – To the left of the doorway on the upper level after using the acquiring the Fire enhancement.

Arcane Tome #5

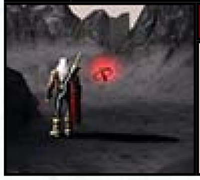


LOCATION

Connector to Vorador's Mansion – jump up the ledge and to the left.

Kain — Chapter 7 Items

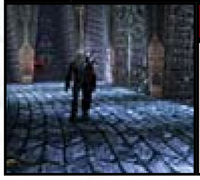
Health Talisman #8



LOCATION

Courtyard to Light Forge Connector – After you use the Wheel of life it's in a dark area before the Super Jump launch point.

Health Talisman #9



LOCATION

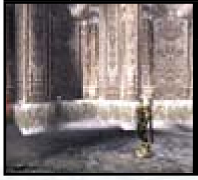
Water Forge – From the broken Warp Gate exit to the hallway and walk to the end.

TK Rune #6

LOCATION

Fire Forge – when you first enter the forge head out through the open doorway and run clockwise to the first room.

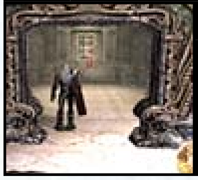
ARCANE TOME #6



LOCATION

Main Courtyard – In the back of the area with the two large mural and the door to the Spirit Forge.

ARCANE TOME #7

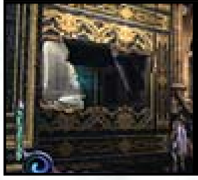


LOCATION

Light Forge – From where you first enter travel counter clockwise and enter the room.

Raziel — CHAPTER 8 ITEMS

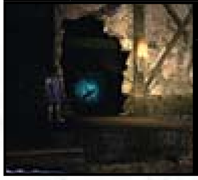
HEALTH TALISMAN #6



LOCATION

Grand Entry – Requires the Blood Drinker to be replaced. Behind a breakable painting near the entrance.

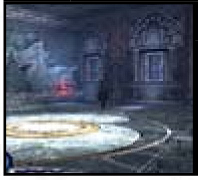
HEALTH TALISMAN #7



LOCATION

Tower – After replacing on of the artifact spear jump across the first gap and break the wall by the torch.

HEALTH TALISMAN #8



LOCATION

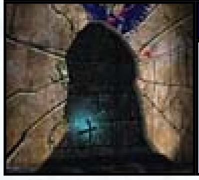
Water Forge – After defeating the Guardians in the room with the Corpse Host.

TK RUNE #4

LOCATION

Upper level Gallery – Beside fireplace.

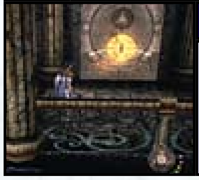
TK RUNE #5



LOCATION

Water Forge Room – After inserting the Soul Stealer break the now cracked wall behind you.

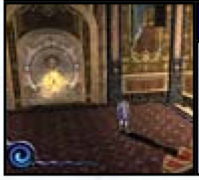
ARCANE TOME #6



LOCATION

Library – Behind breakable window after replacing the Blood Drinker.

ARCANE TOME #7

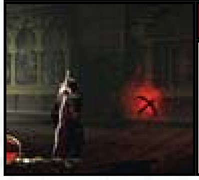


LOCATION

Great hall – After replacing the Heart Seeker return here to break a painting to the right of the door.

Kain — CHAPTER 9 ITEMS

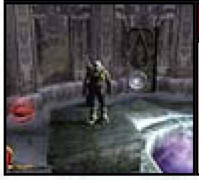
HEALTH TALISMAN #10



LOCATION

Earth Forge – After collecting the Earth Globe in the corner of an adjacent room.

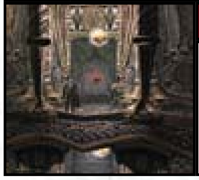
HEALTH TALISMAN #11



LOCATION

Spirit Forge Entrance – After the cinema, it right behind you before you jump into the pool.

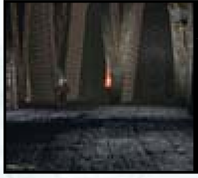
TK RUNE #7



LOCATION

Dark Forge – Mist through the gate and go left to a room past the Super Jump launch point.

ARCANE TOME #8



LOCATION

Air Forge – After defeating the Vampire Golems, down a hallway near the Portal of Light.

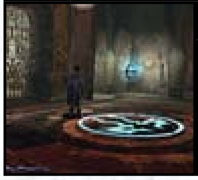
Raziel CHAPTER 10 ITEMS

HEALTH TALISMAN #9

LOCATION

Cathedral – On the upper balcony before you get the Dark Scripture.

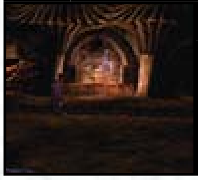
TK RUNE #6



LOCATION

Earth Forge – when you enter the forge go counter clockwise up the hallway to the next room, its to the left of the exit.

ARCANE TOME #8



LOCATION

Air Forge – After defeating the Vampire Golems, down a hallway near the Portal of Light.

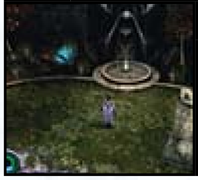
Kain CHAPTER 11 ITEMS

NOTE

THERE ARE NO SPECIAL ITEMS FOR KAIN TO ACQUIRE IN CHAPTER 11.

Raziel CHAPTER 12 ITEMS

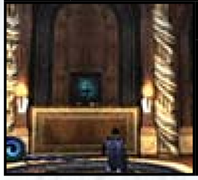
HEALTH TALISMAN #10



LOCATION

Water Forge Room – lower level near the Air Plinth on the side with the Fire Door above.

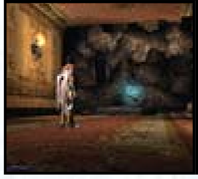
HEALTH TALISMAN #11



LOCATION

Courtyard – Enter the front door and use your TK powers on the statue.

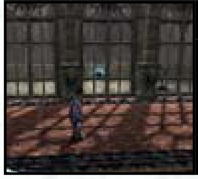
HEALTH TALISMAN #12



LOCATION

Garden – Jump on the small pillar and then to the curved structure. Leap through the window to a room with this item on the left.

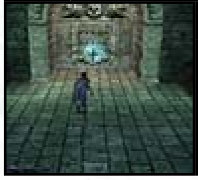
TK RUNE #7



LOCATION

Great Hall – exit through the broken window to the outside balcony.

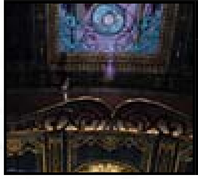
TK RUNE #8



LOCATION

Vorador_Ruin17 – After pushing both columns onto the pressure sensitive plates, the gate will raise.

ARCANE TOME #9



LOCATION

Grand Entry – in the back of the room near the large stain glass window of the Water Reaver.

ARCANE TOME #10

LOCATION

Flooded Crypt – On the bottom level through a gate in the back.

Kain CHAPTER 13 ITEMS

HEALTH TALISMAN #12

LOCATION

Turel's Pit – Enter Mortanius' circular room after climbing the wall.

TK RUNE #8

LOCATION

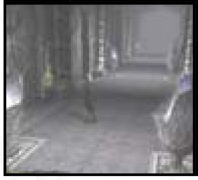
Council Chamber – Along the outer wall of the chamber.

ARCANE TOME #9

LOCATION

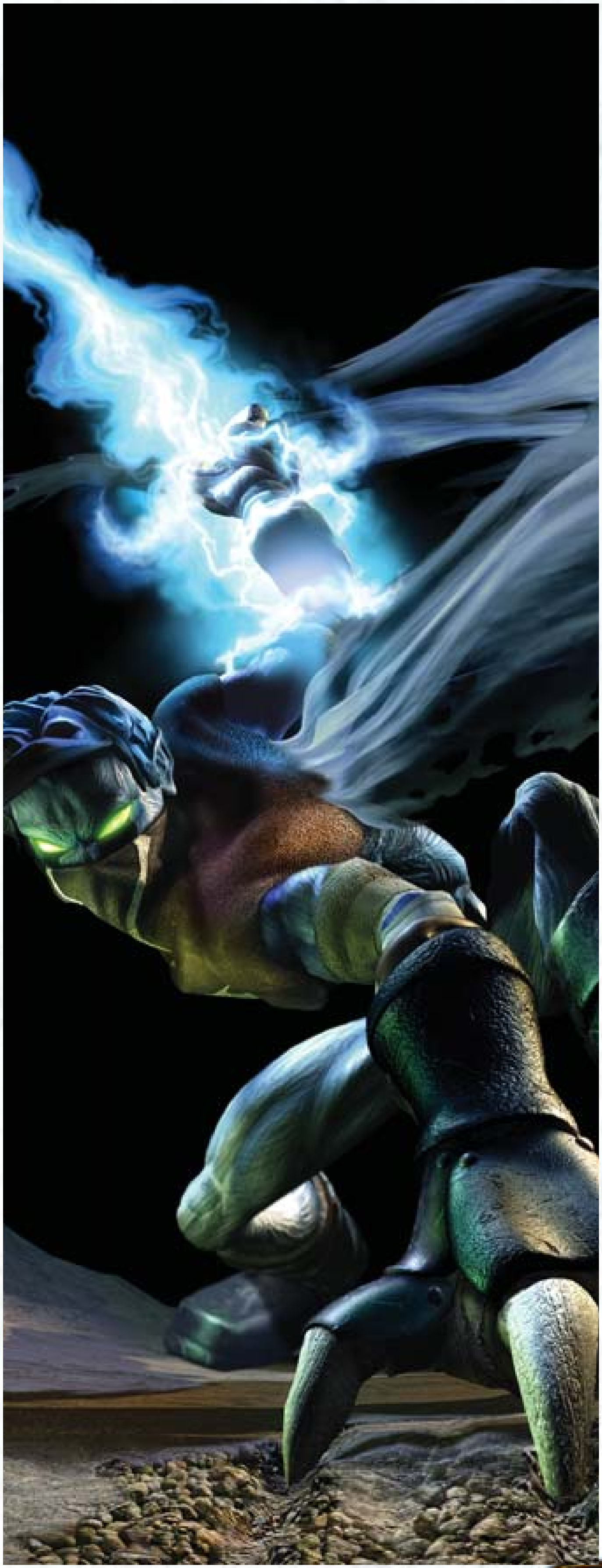
Turel's Pit Connector – On the right hand wall where the large area begins to narrow again.

ARCANE TOME #10



LOCATION

Spirit Forge Connector – Along the left wall of the hallway, a little before the double doors leading to the Spirit Forge.



BONUS MATERIAL

!!!SPOILER WARNING!!!

The following section provides a sampling of the bonus content that you can unlock throughout the game. We provide these screen shots in the interest of completeness (in case you missed some of the Arcane Tomes); however, be warned that previewing these images here might detract from the accomplishment of unlocking these features yourself!

ITEMS UNLOCKED BY KAIN'S TOMES

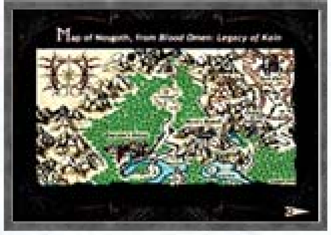
TOME #1

TOME #1

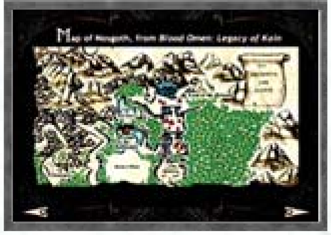
TOME #2

TOME #2

TOME #3

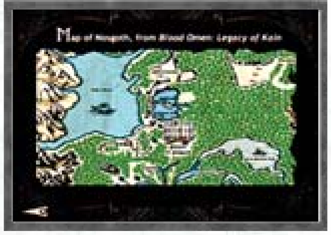


TOME #3



TOME #3

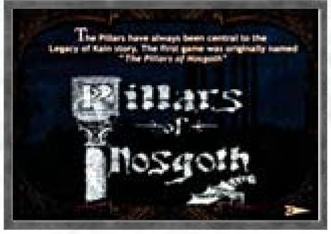
TOME #3



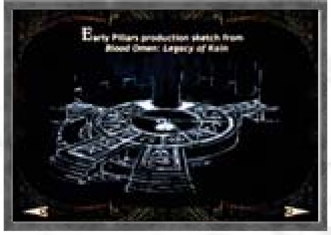
TOME #4

TOME #5

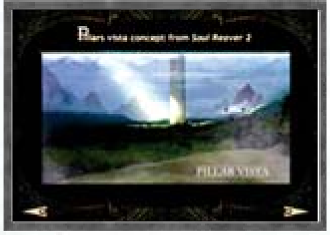
TOME #6



TOME #6

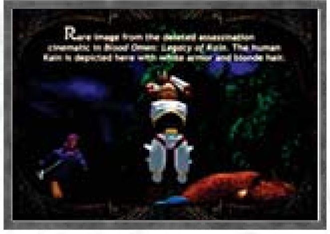


TOME #6



TOME #6

TOME #7



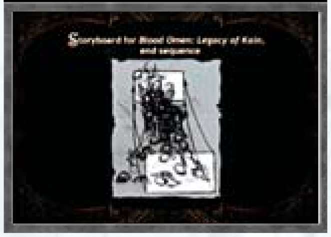
TOME #8

TOME #8

TOME #8

TOME #9

TOME #10



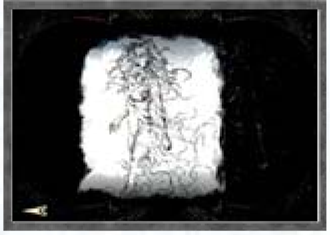
ITEMS UNLOCKED BY RAZIEL'S TOMES

TOME #1

TOME #2

TOME #5

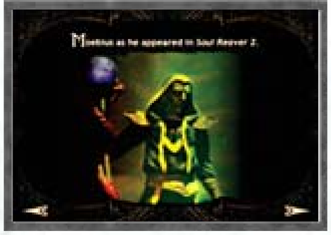
TOME #6



TOME #1

TOME #3

TOME #5



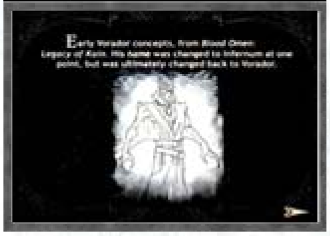
TOME #7

TOME #1

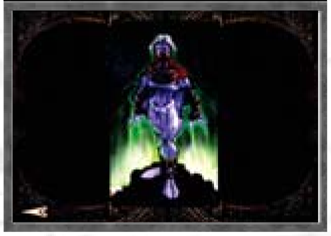
TOME #4

TOME #5

TOME #8

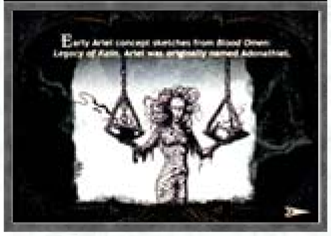


TOME #1



TOME #5

TOME #6

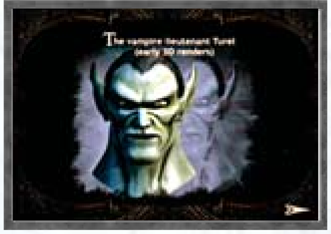


TOME #8

TOME #8

TOME #9

TOME #10



TOME #10

TOME #8

TOME #9

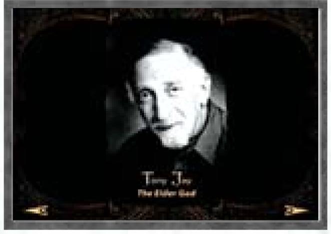
TOME #10

BEHIND THE SCENES MATERIALS

The following items are unlocked by various accomplishments as you make your way through Raziel's and Kain's adventures. This section offers only a sampling of what you'll see if you master the game. There is an amazing assortment of behind the scenes material including concept art of characters and environments, 3D models of entire areas, and incredibly cool voice over sessions.

VOICE ACTORS

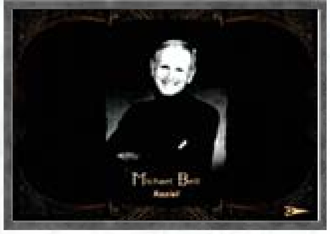
VOICE ACTORS



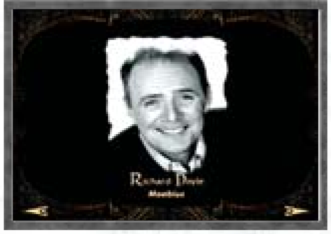
VOICE ACTORS

CASTING DIRECTOR

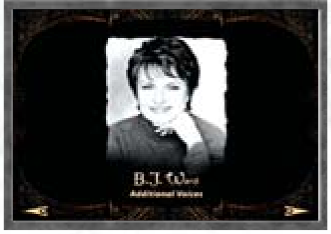
VOICE ACTORS



VOICE ACTORS

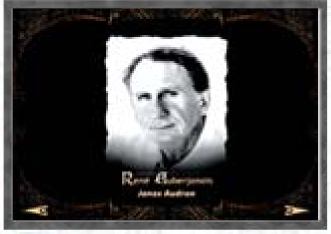


VOICE ACTORS

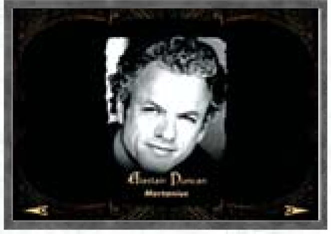


RECORDING DIRECTOR

VOICE ACTORS



VOICE ACTORS



VOICE ACTORS

VOICE SESSIONS

VOICE SESSIONS
René Auberjonois
Janos Audron

VOICE OUTTAKES

VOICE OUTTAKES

CONCEPT ART

VOICE SESSIONS
Simon Templeman
Kain

VOICE OUTTAKES

CONCEPT ART

CONCEPT ART

VOICE SESSIONS
Michael Bell
Raziel

VOICE OUTTAKES

CONCEPT ART

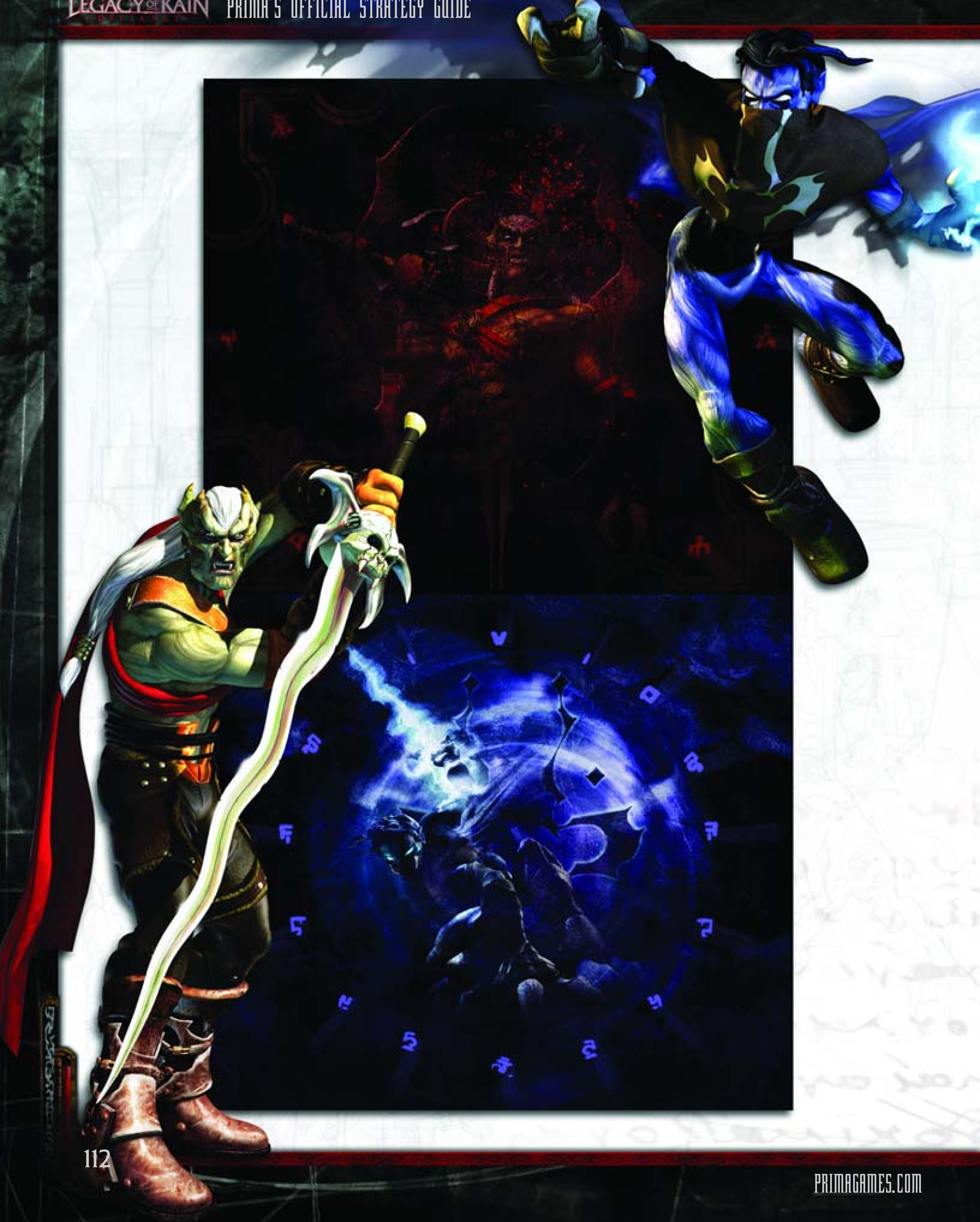
CONCEPT ART

VOICE OUTTAKES

VOICE OUTTAKES

CONCEPT ART
Turel

CONCEPT ART

DEVELOPMENT TEAM
Legacy of Kain: Defiance Team

TEST TEAM
Legacy of Kain: Defiance Test Team